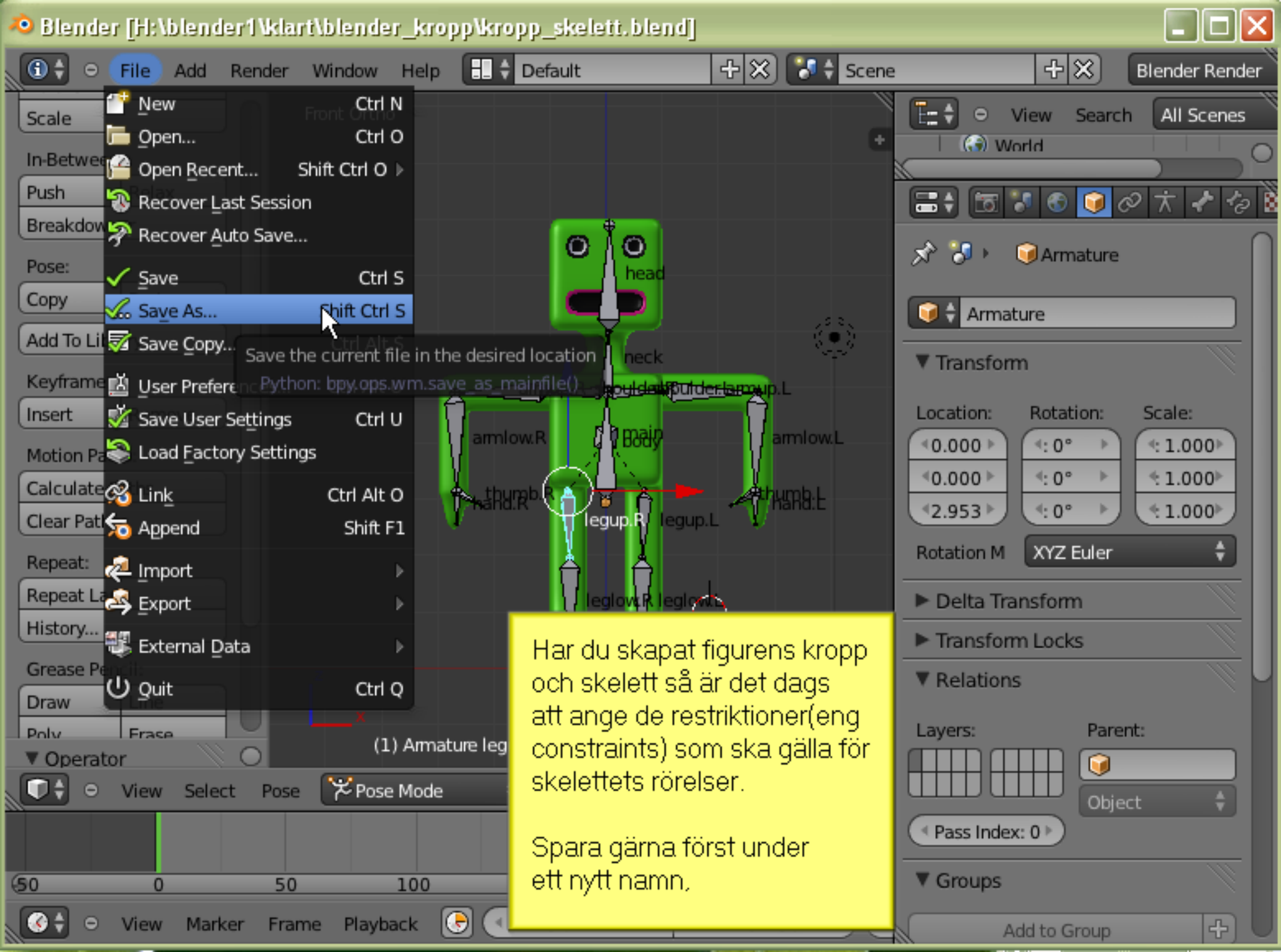
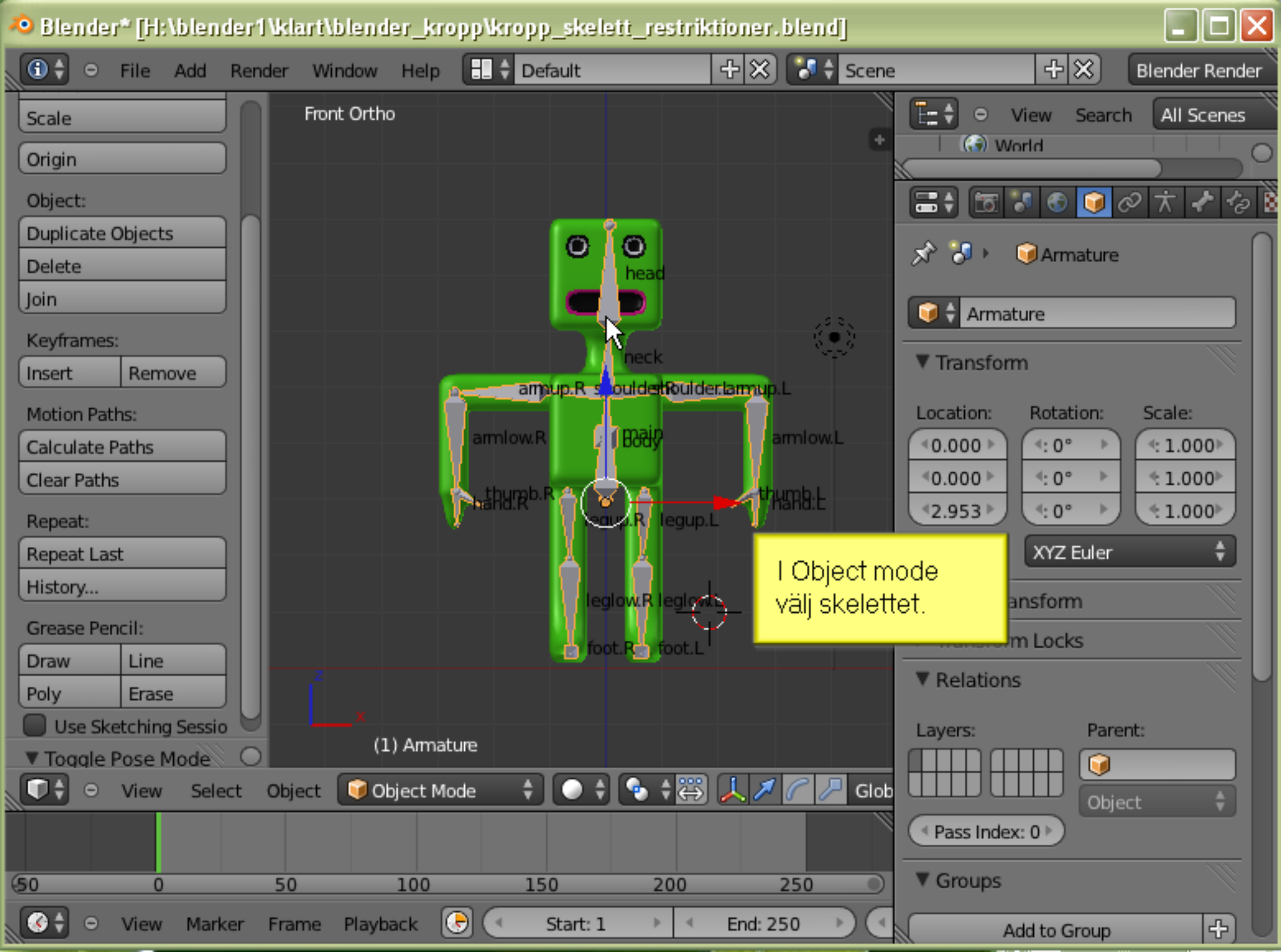
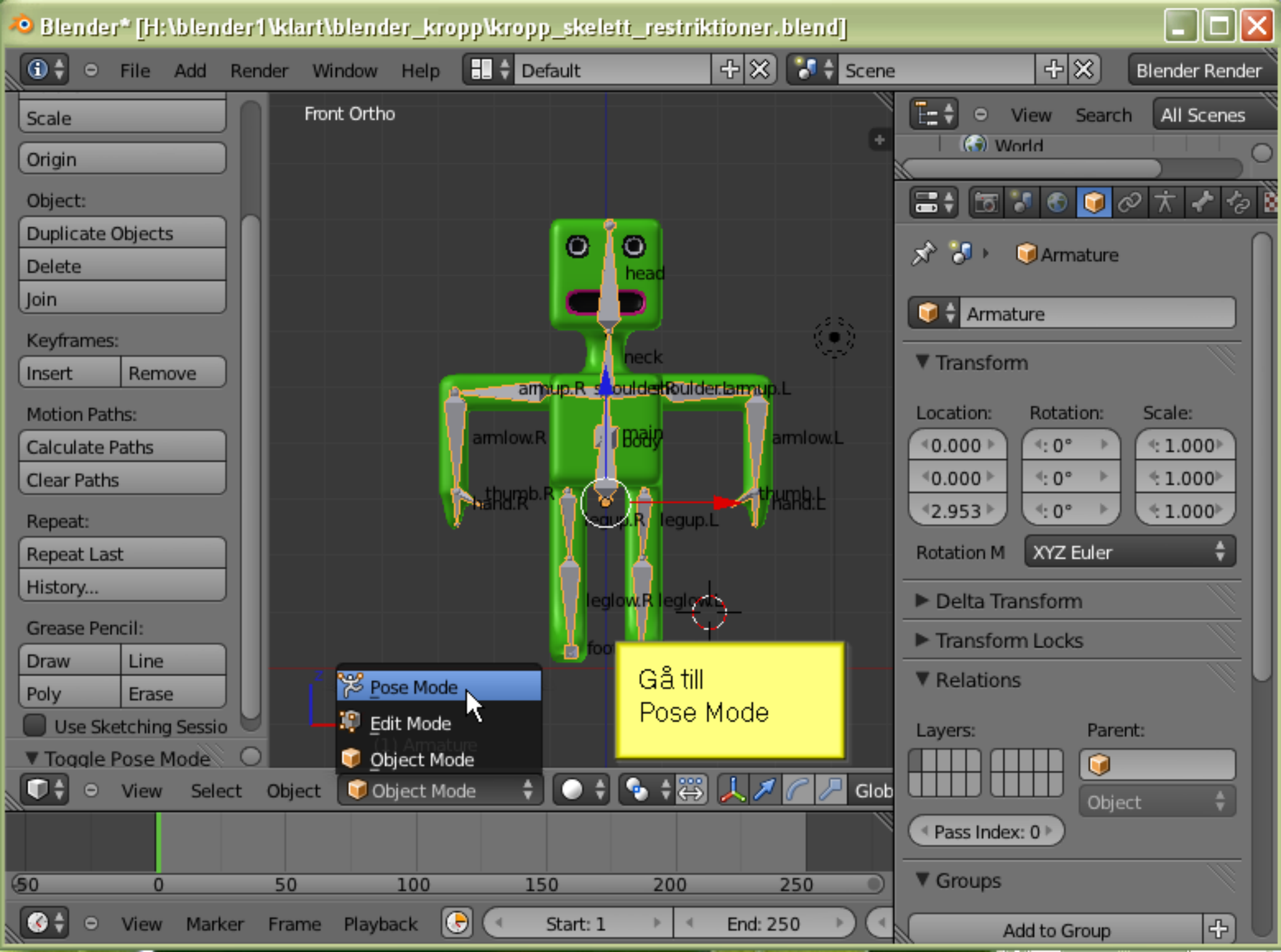
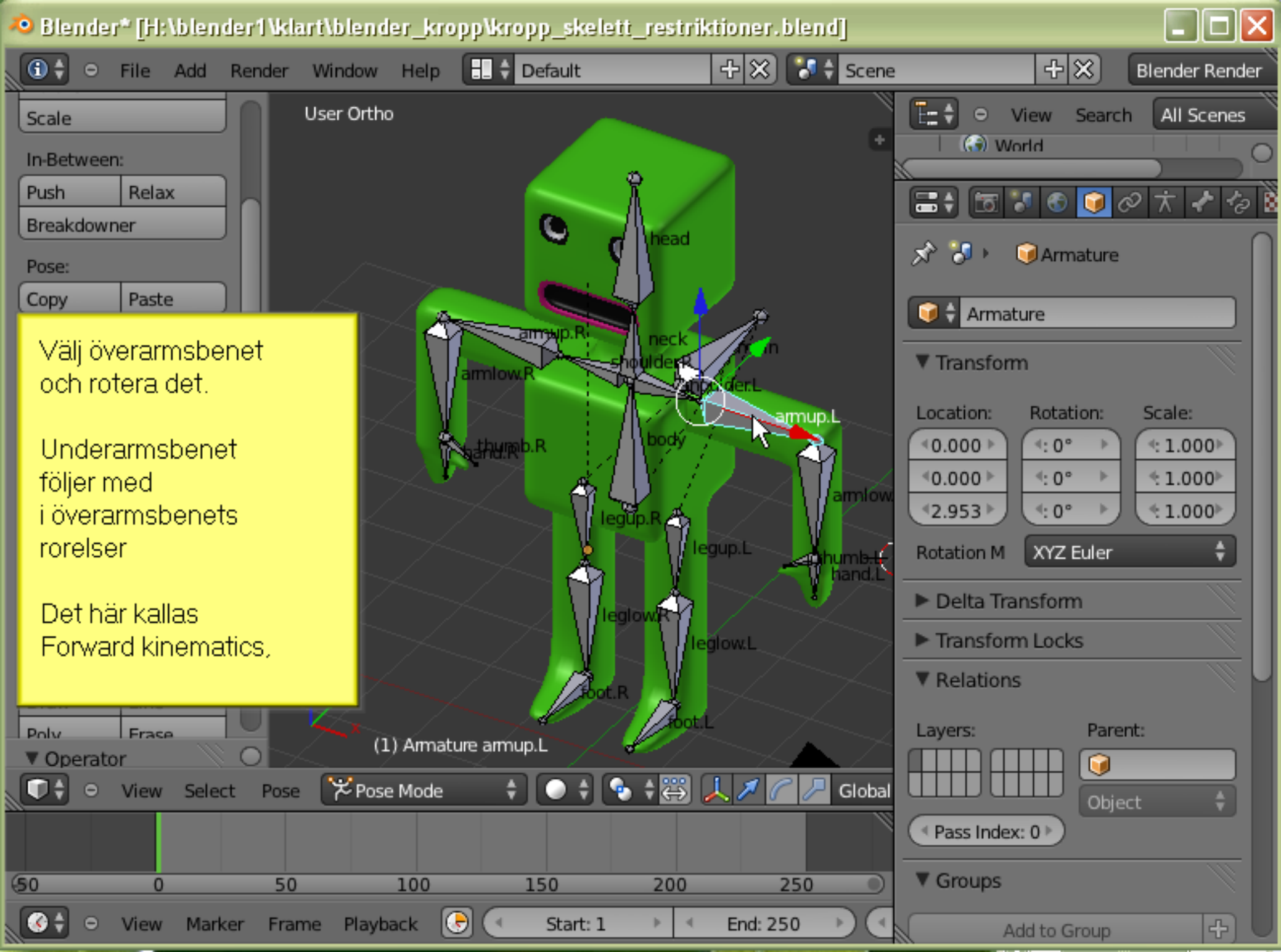
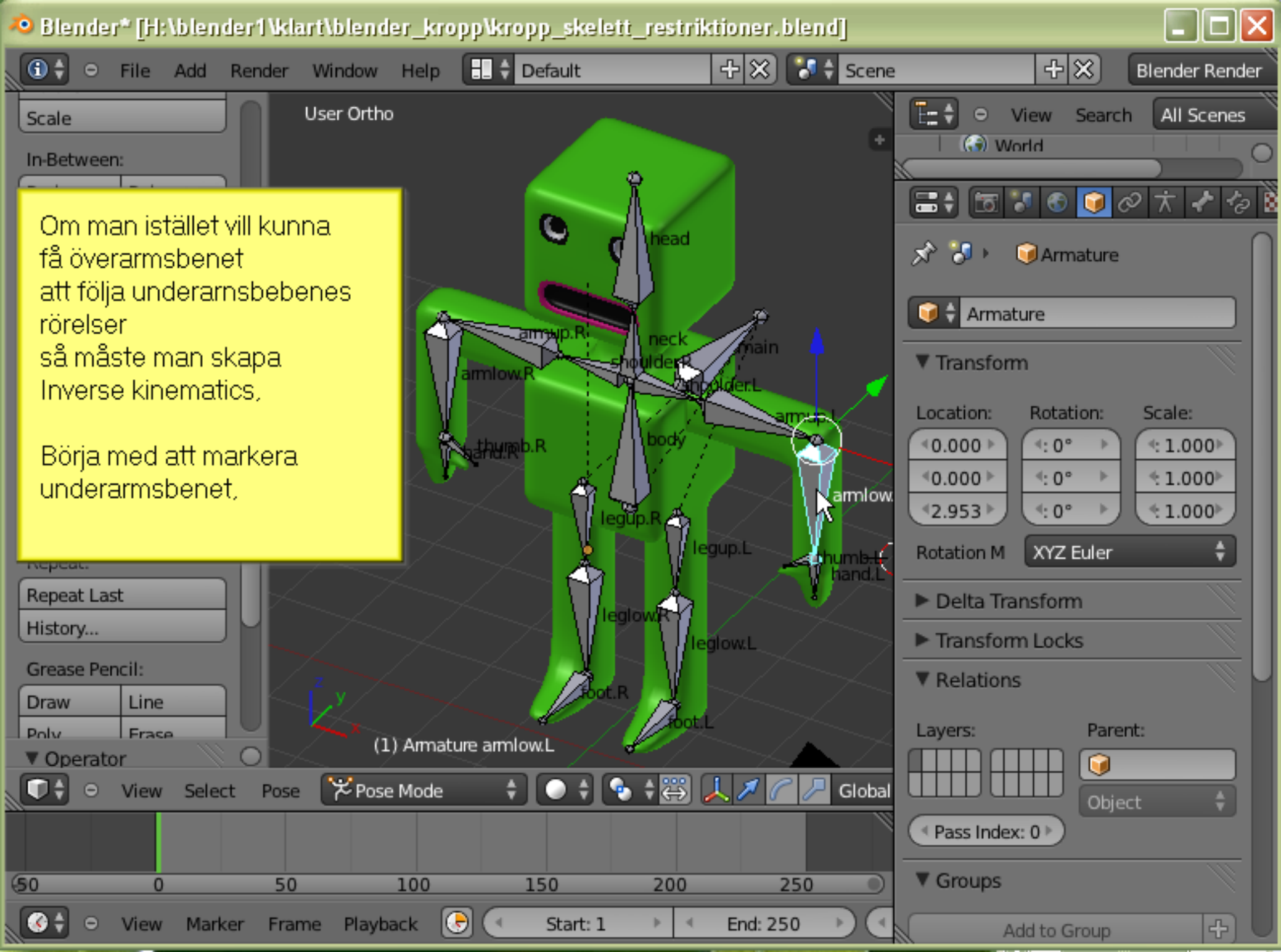
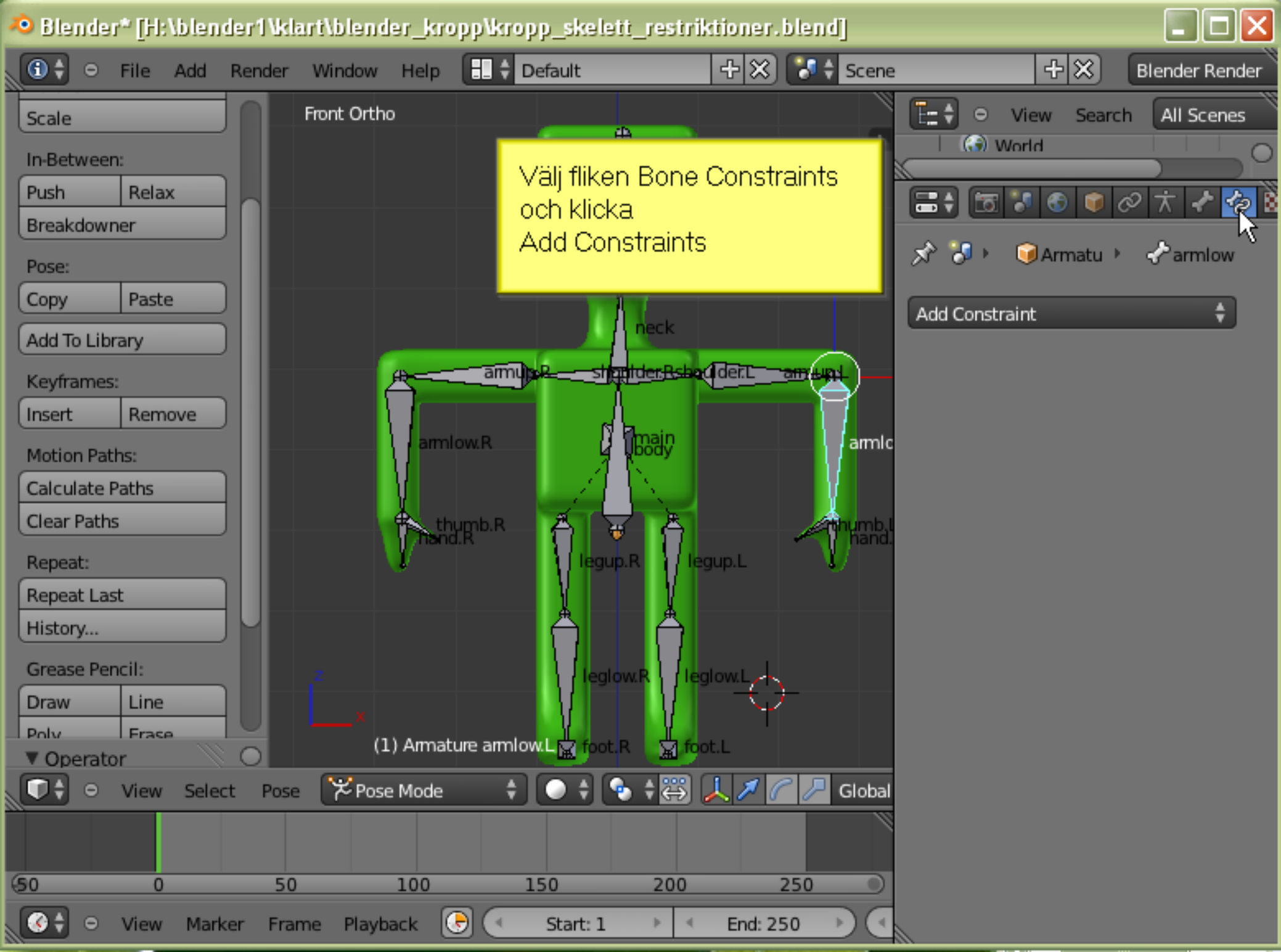

Blender [H:\blender1\klart\blender_kropp\kropp_skelett.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
New Ctrl N
Open... Ctrl O
Open Recent... Shift Ctrl O
Recover Last Session
Recover Auto Save...
Save Ctrl S
Save As... Shift Ctrl S
Save Copy...
Save the current file in the desired location
Python: bpy.ops.wm.save_as_mainfile()
User Prefere
Save User Settings Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Quit Ctrl Q
head
neck
armlow.R
armlow.L
thumb.R
thumb.L
legup.R
legup.L
View
Search
All Scenes
World
Armature
Armature
Transform
Location:
Rotation:
Scale:
0.000
0.000
2.953
0° 0° 0°
1.000 1.000 1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Har du skapat figurens kropp och skelett så är det dags att ange de restriktioner(eng constraints) som ska gälla för skelettets rörelser.
Spara gärna först under ett nytt namn,
Operator
View
Select
Pose
Pose Mode
50
0
50
100
View
Marker
Frame
Playback

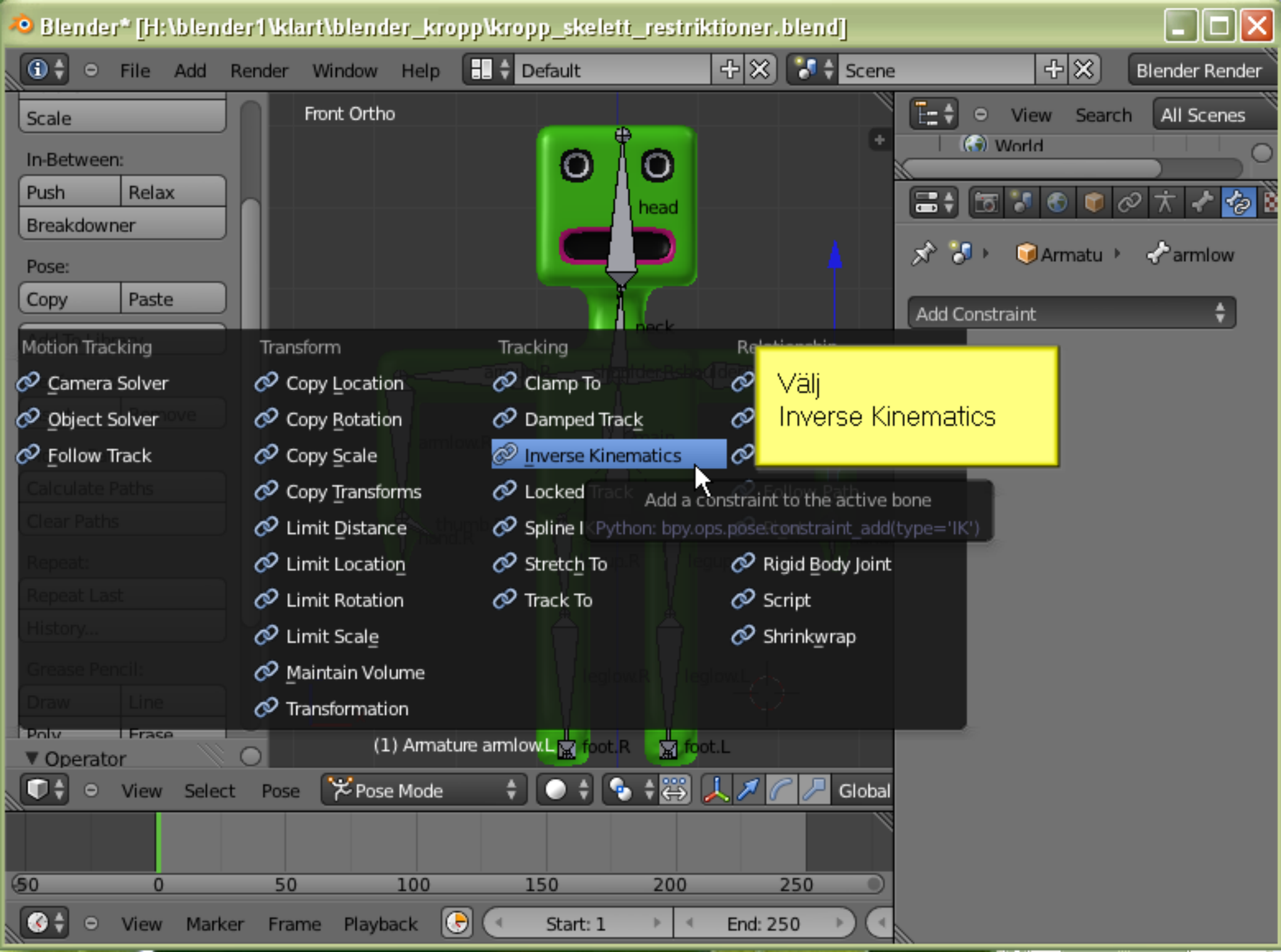

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Toggle Pose Mode
head
neck
armup.R
armup.L
armlow.R
armlow.L
main
body
thumb.R
thumb.L
hand.R
hand.L
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
I Object mode
välj skelettet.
(1) Armature
View Select Object
Object Mode
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
XYZ Euler
Relations
Layers: Parent:
Object
Pass Index: 0
Groups
Add to Group
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

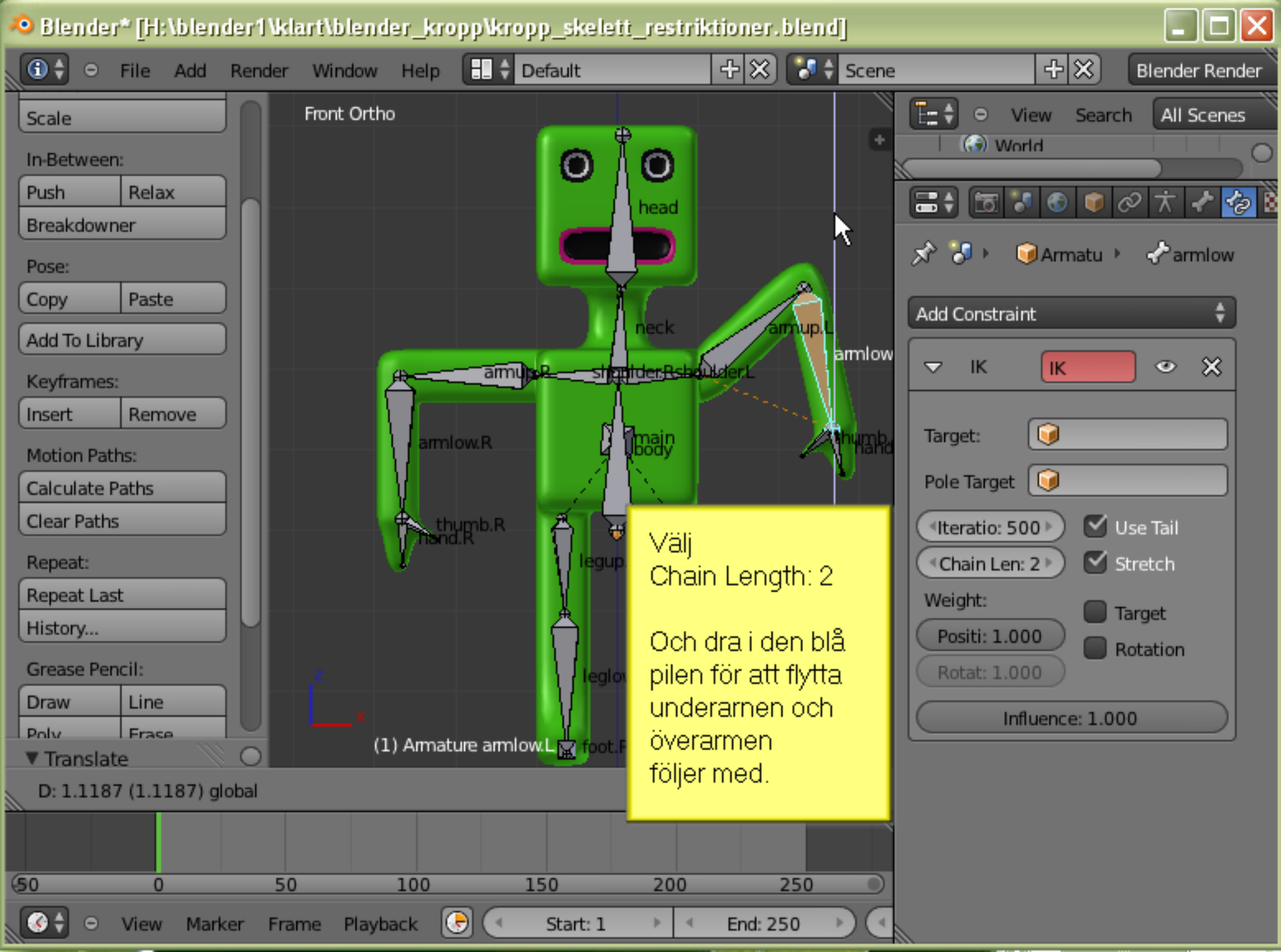

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Toggle Pose Mode
head
neck
armup.R
armup.L
armlow.R
armlow.L
thumb.R
thumb.L
hand.R
hand.L
legup.R
legup.L
legloR.R
Pose Mode
Edit Mode
Object Mode
Gå till
Pose Mode
View Select Object
Object Mode
Glob
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group

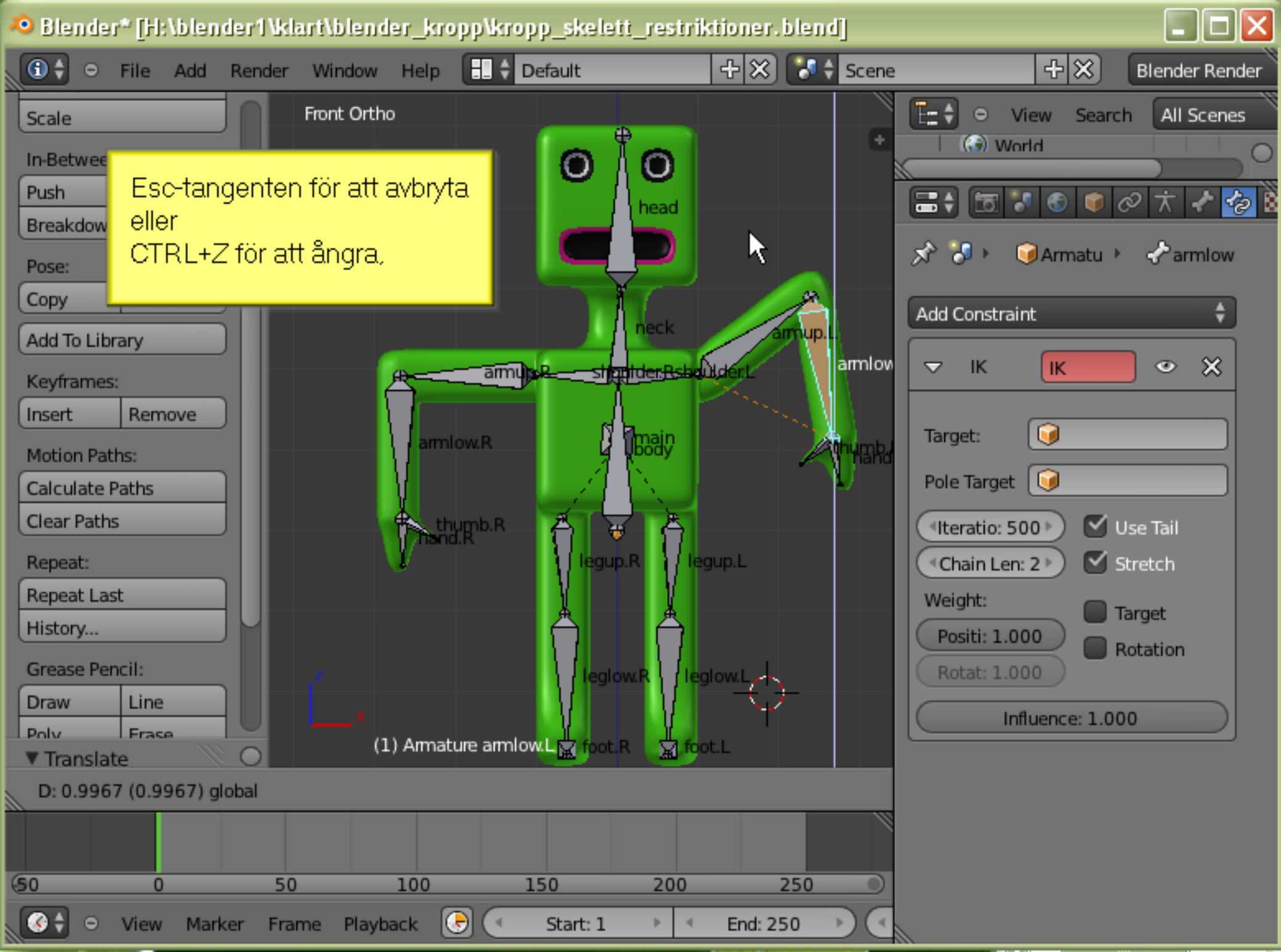

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Välj överarmsbenet
och rotera det.
Underarmsbenet
följer med
i överarmsbenets
rorelser
Det här kallas
Forward kinematics,
head
neck
armup.R
armlow.R
shoulder.R
shoulder.L
armup.L
thumb.R
hand.R
body
legup.R
legup.L
armlow.L
hand.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature armup.L
Operator
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group

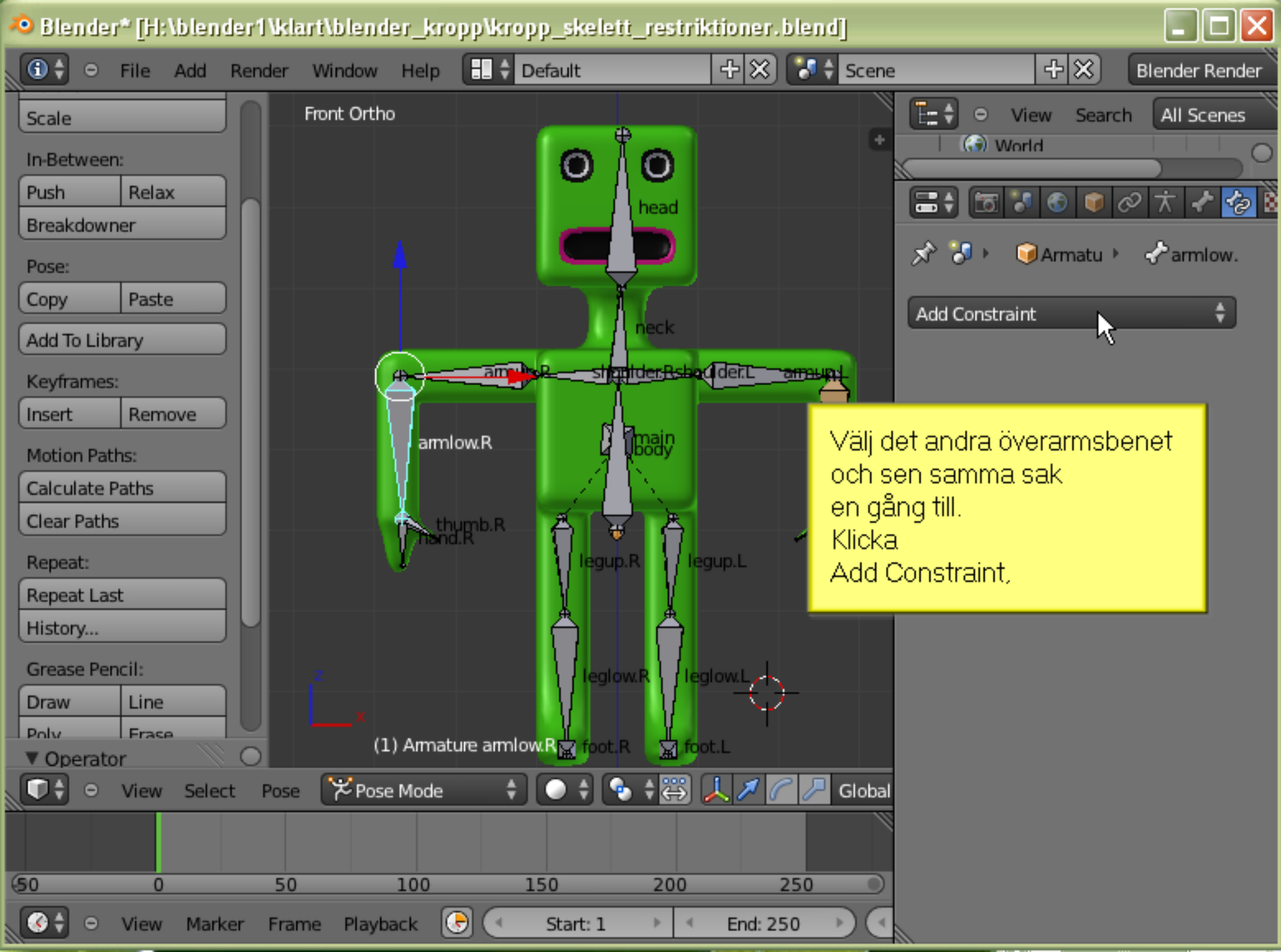

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Om man istället vill kunna
få överarmsbenet
att följa underarmsbebenes
rörelser
så måste man skapa
Inverse kinematics,
Börja med att markera
underarmsbenet,
head
neck
shoulder.R
shoulder.L
armlow.R
thumb.R
hand.R
body
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
armlow.L
hand.L
(1) Armature armlow.L
Scale
In-Between:
Repeat Last
History...
Grease Pencil:
Draw
Line
Operator
View Select Pose
Pose Mode
Global
View Search All Scenes
World
Armature
Armature
Transform
Location:
Rotation:
Scale:
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

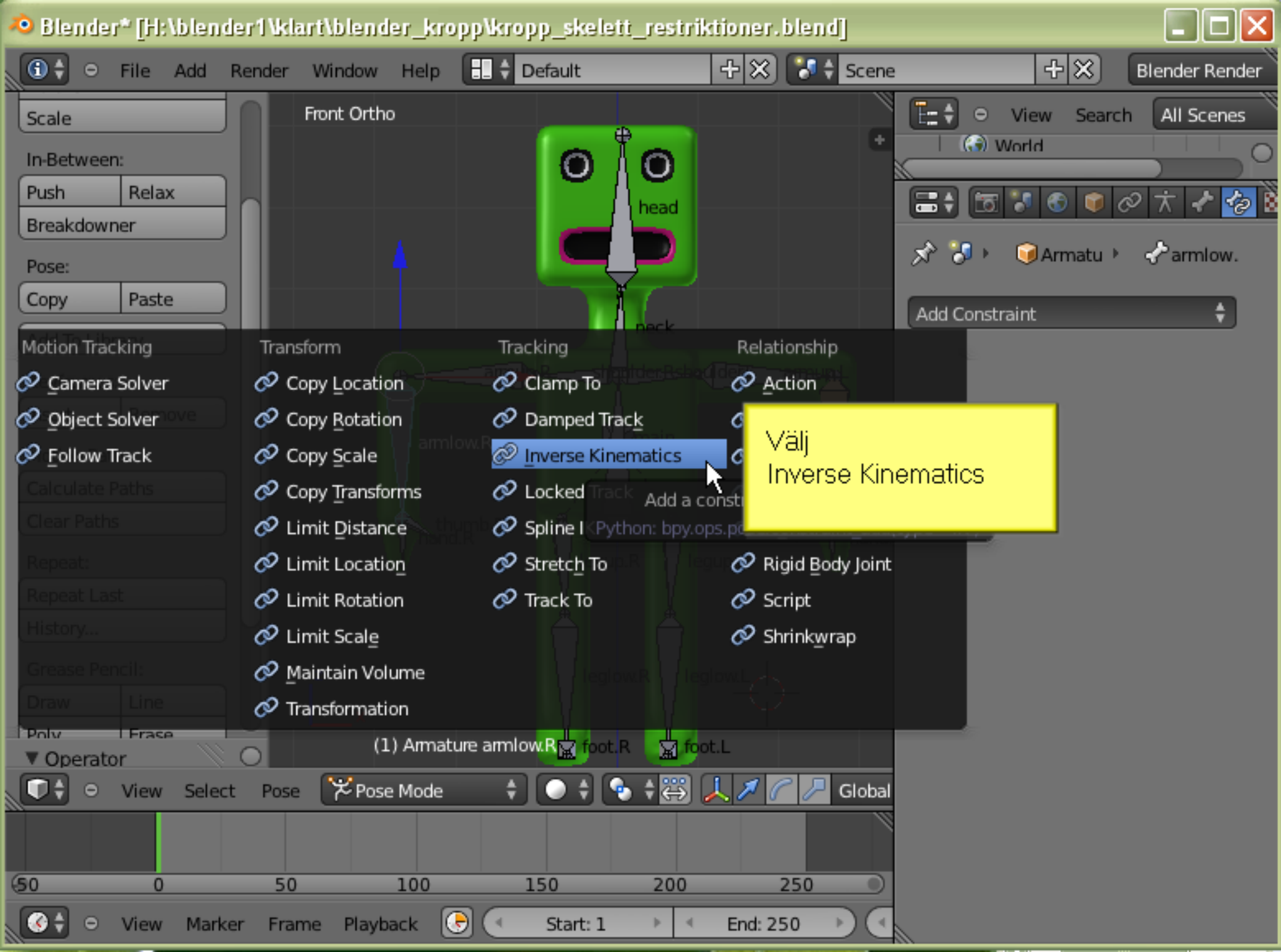

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Operator
Front Ortho
Välj fliken Bone Constraints
och klicka
Add Constraints
neck
armlow.R
main body
armlo
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
(1) Armature armlow.L
foot.R
foot.L
View Search All Scenes
World
Armatu
armlow
Add Constraint
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

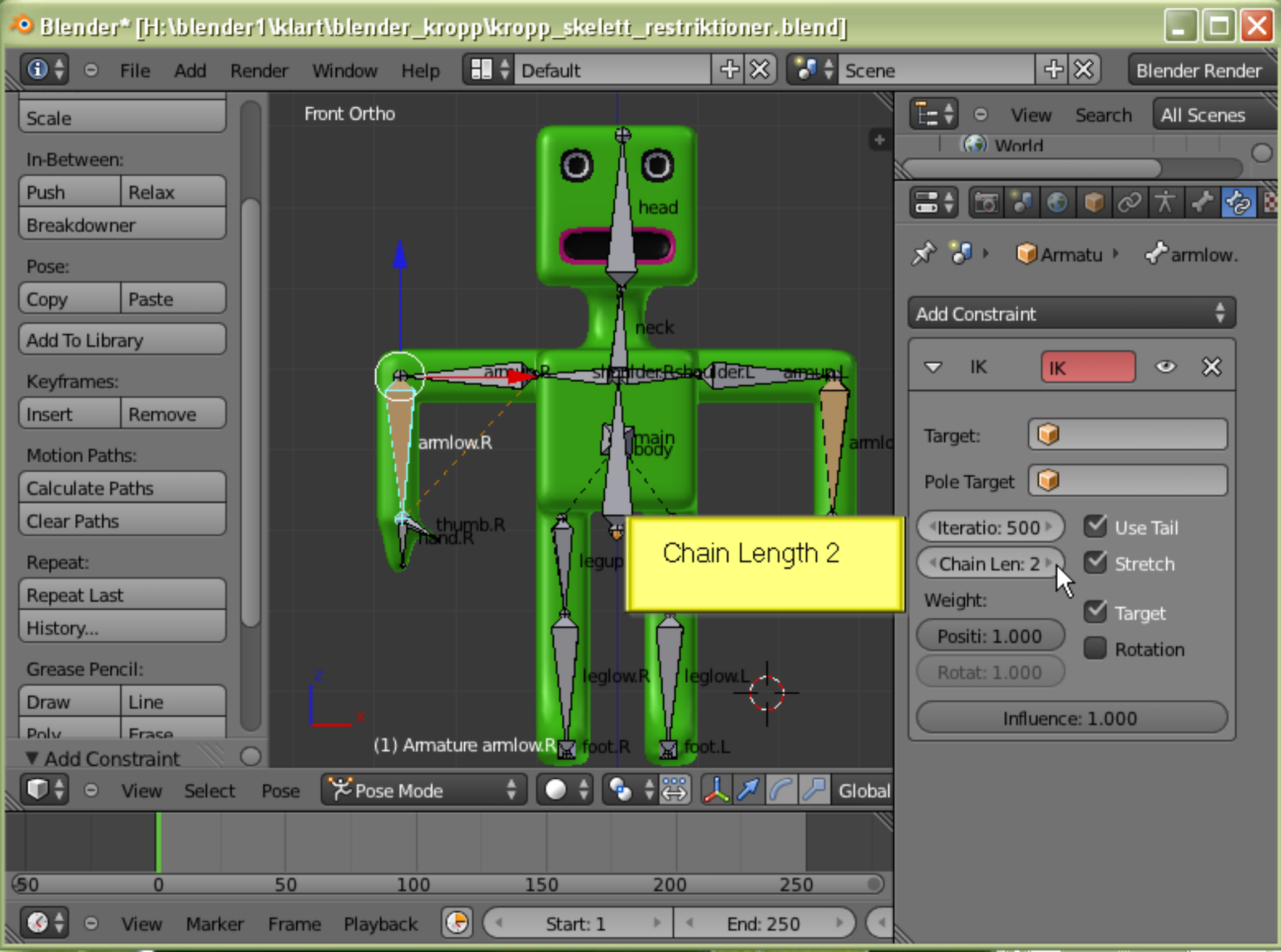

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
head
neck
View Search All Scenes
World
Armatu armlow
Add Constraint
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked Track
Spline I
Stretch To
Track To
Rigid Body Joint
Script
Shrinkwrap
Välj
Inverse Kinematics
Add a constraint to the active bone
Python: bpy.ops.pose.constraint_add(type='IK')
(1) Armature armlow.L foot.R foot.L
Operator
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

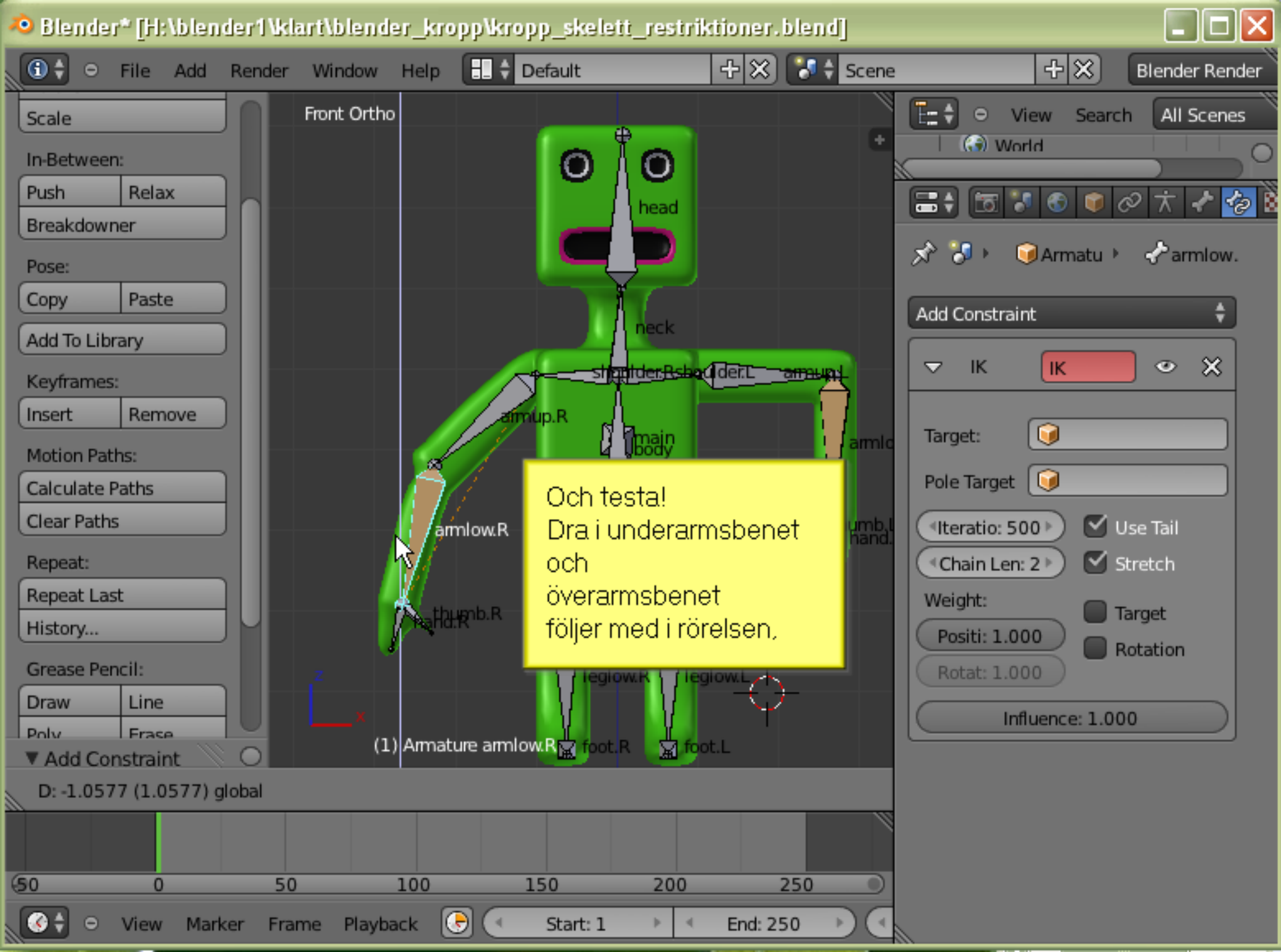

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
D: 1.1187 (1.1187) global
head
neck
armup.L
armlow
armlow.R
main body
thumb.R
hand.R
(1) Armature armlow.L
Välj
Chain Length: 2
Och dra i den blå pilen för att flytta underarnen och överarmen följer med.
View Search All Scenes
World
Armatu
armlow
Add Constraint
IK
IK
Target:
Pole Target
Iteratio: 500
Use Tail
Chain Len: 2
Stretch
Weight:
Positi: 1.000
Target
Rotation
Rotat: 1.000
Influence: 1.000
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

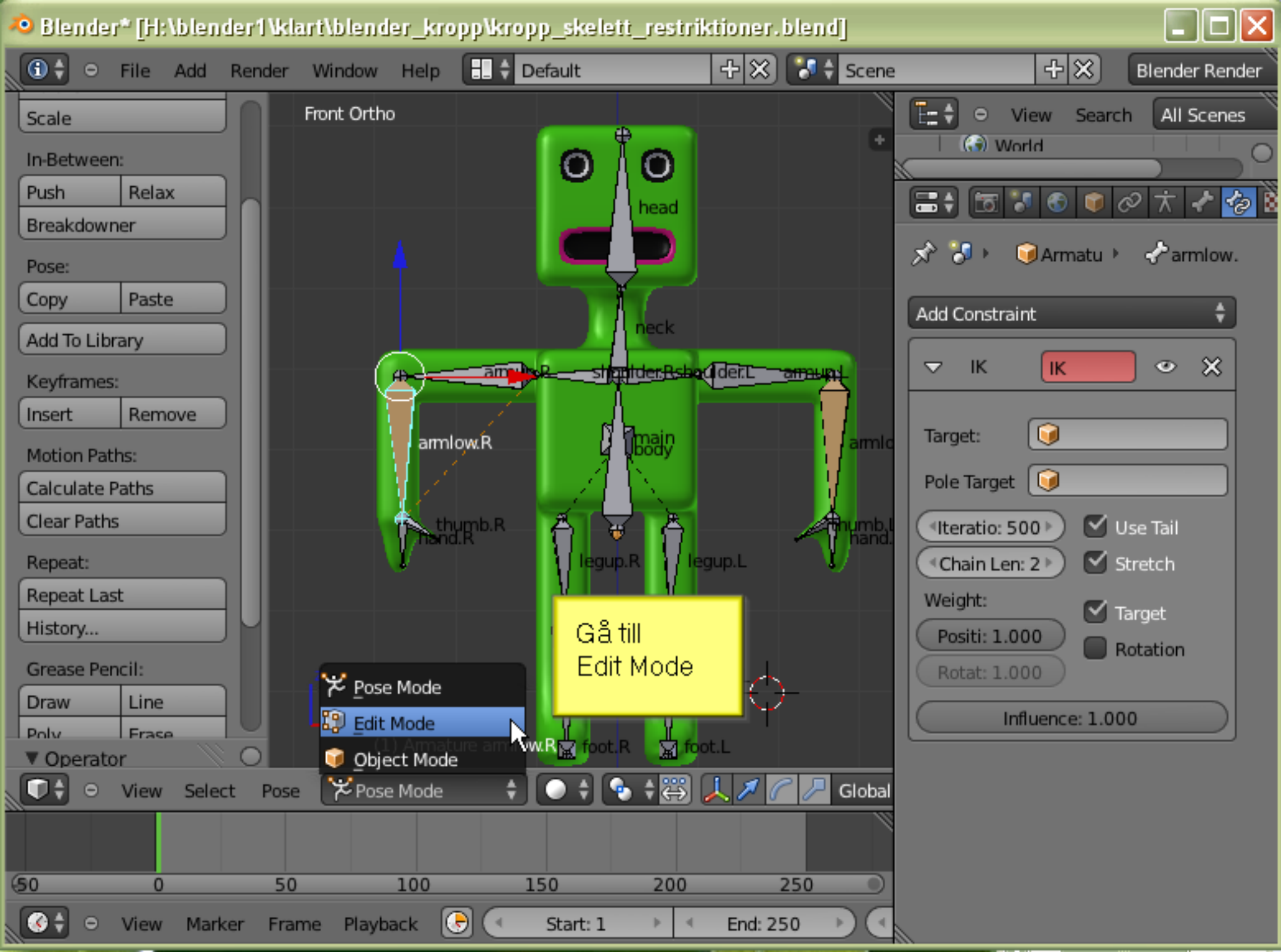

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Esc-tangenten för att avbryta
eller
CTRL+Z för att ångra.
head
neck
armup.L
armlow
armup.R
shoulder.R
shoulder.L
armlow.R
main body
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature armlow.L
Scale
Push
Breakdow
Pose:
Copy
Add To Library
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Translate
D: 0.9967 (0.9967) global
View Search All Scenes
World
Armatu
armlow
Add Constraint
IK
IK
Target:
Pole Target
Iteratio: 500
Use Tail
Chain Len: 2
Stretch
Weight:
Positi: 1.000
Target
Rotation
Rotat: 1.000
Influence: 1.000
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

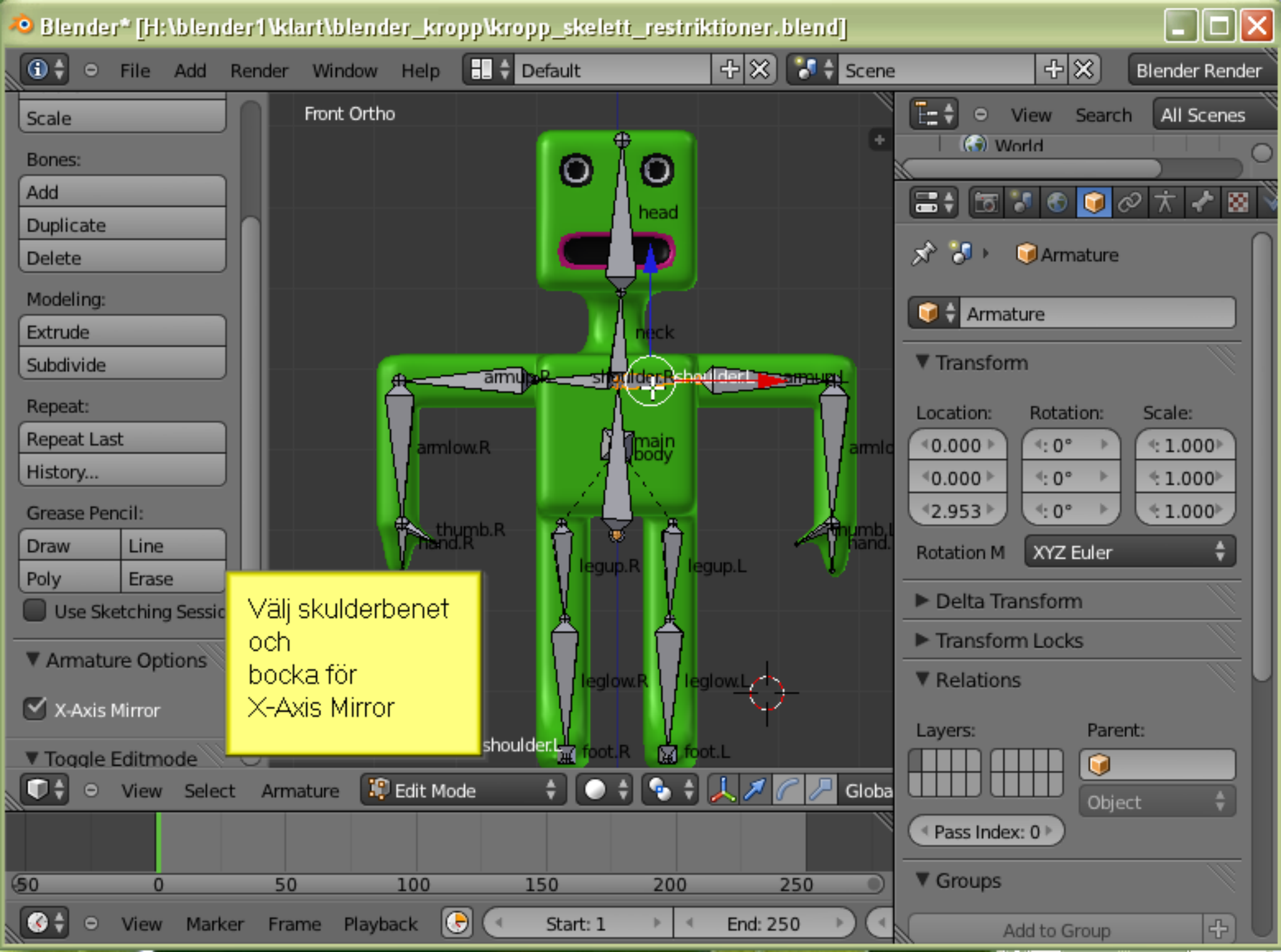

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Operator
head
neck
armlow.R
main body
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature armlow.R
View Search All Scenes
World
Armatu
armlow.
Add Constraint
Välj det andra överarmsbenet
och sen samma sak
en gång till.
Klicka
Add Constraint.
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

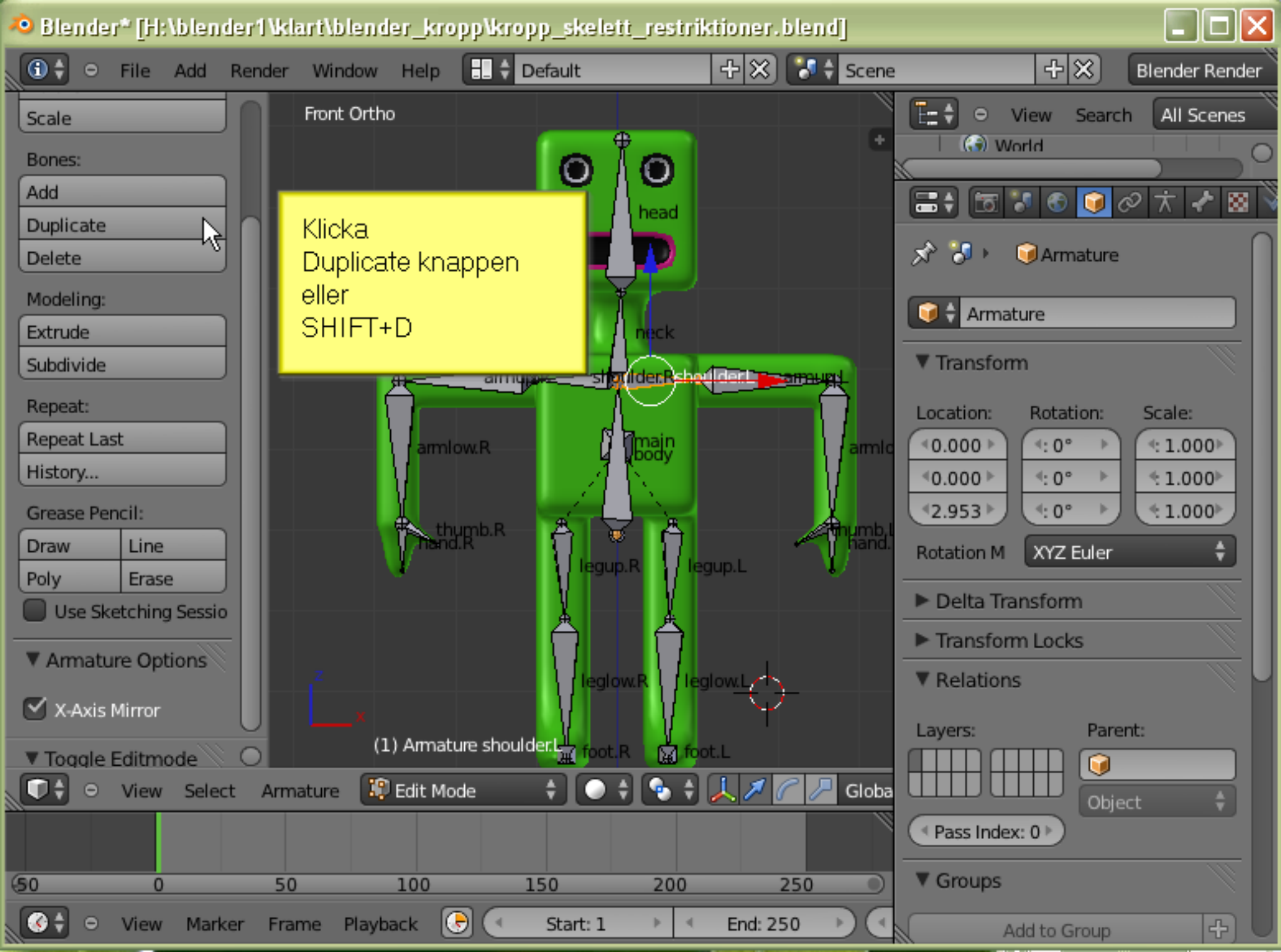

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
head
neck
View Search All Scenes
World
Armatu
armlow.
Add Constraint
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked Track
Spline I
Stretch To
Track To
Relationship
Action
Rigid Body Joint
Script
Shrinkwrap
Välj
Inverse Kinematics
(1) Armature armlow.R foot.R foot.L
Operator
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

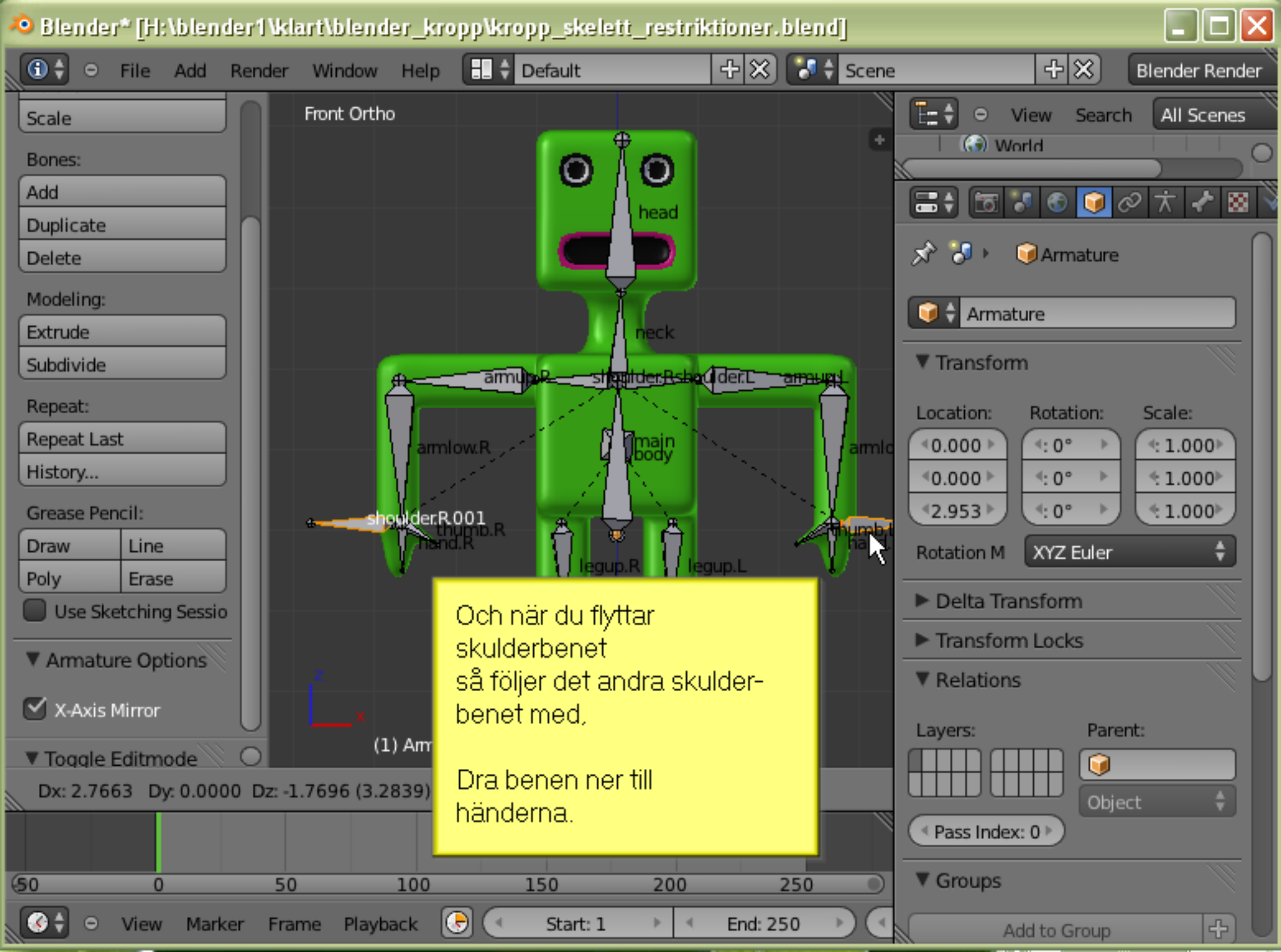

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
head
neck
armlow.R
main body
thumb.R
hand.R
legup
Chain Length 2
leglow.R
leglow.L
foot.R
foot.L
(1) Armature armlow.R
View Search All Scenes
World
Armatu
armlow.
Add Constraint
IK
IK
Target:
Pole Target
Iteratio: 500
Chain Len: 2
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

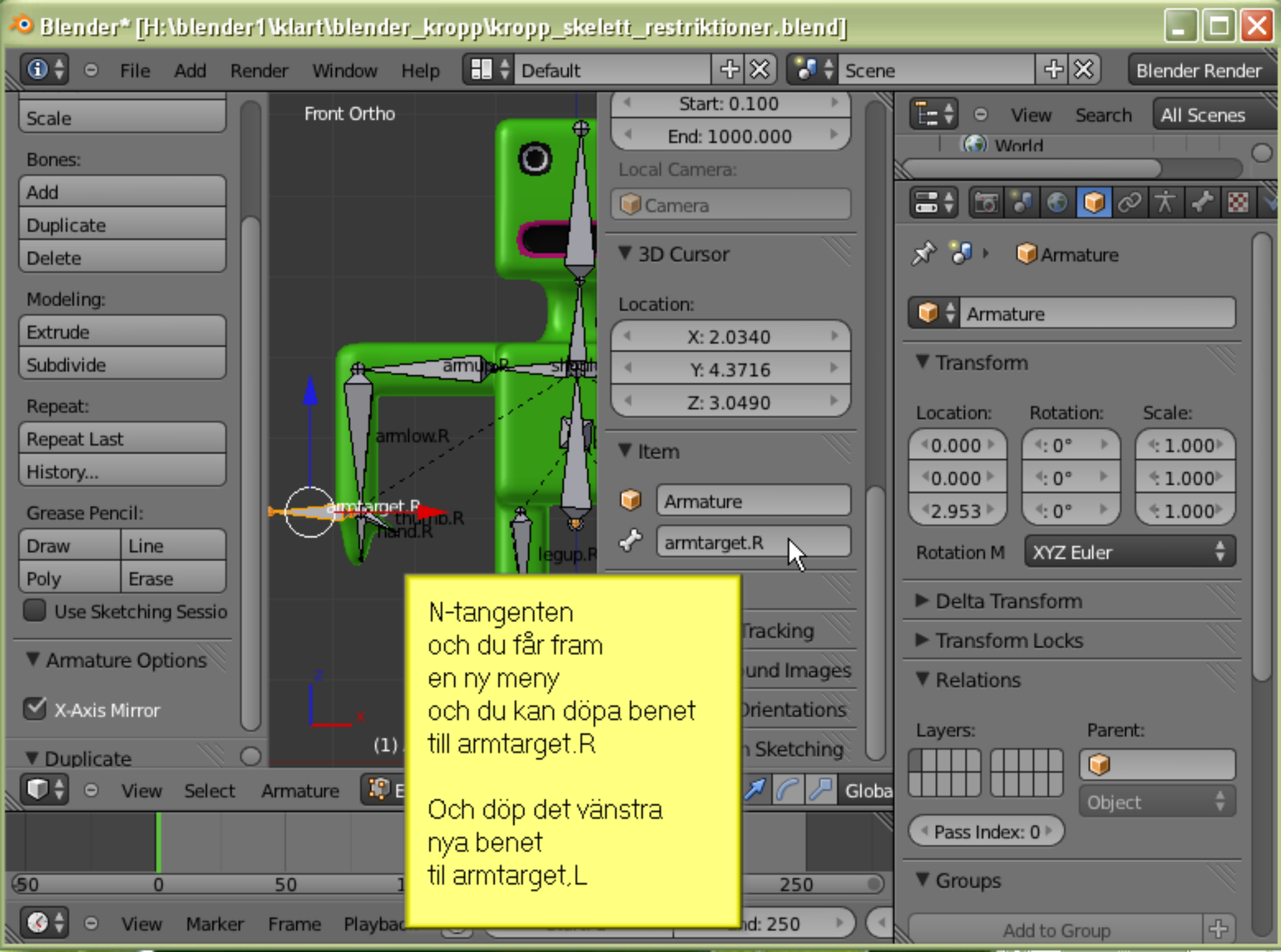

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
head
neck
armup.R
main body
armlow.R
thumb.R
Och testa!
Dra i underarmsbenet
och
överarmsbenet
följer med i rörelsen,
(1) Armature armlow.R
foot.R
foot.L
D: -1.0577 (1.0577) global
View Search All Scenes
World
Armatu
armlow.
Add Constraint
IK
Target:
Pole Target
Iteratio: 500
Use Tail
Chain Len: 2
Stretch
Weight:
Positi: 1.000
Target
Rotation
Rotat: 1.000
Influence: 1.000
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

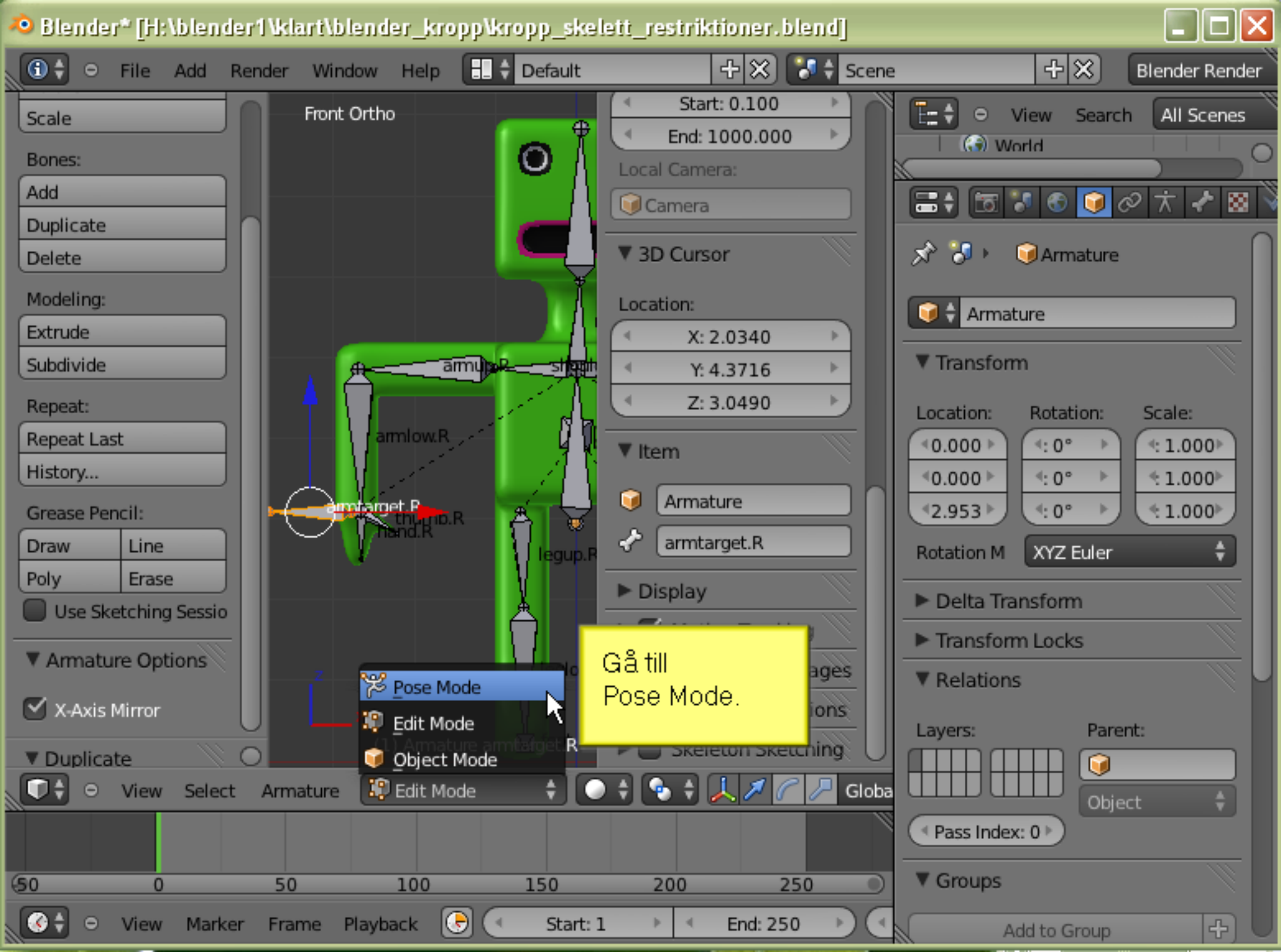

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Operator
head
neck
armlow.R
main body
thumb.R
hand.R
legup.R
legup.L
foot.R
foot.L
Gå till
Edit Mode
Pose Mode
Edit Mode
Object Mode
View Select Pose
Pose Mode
Global
View Search All Scenes
World
Armatu
armlow.
Add Constraint
IK
IK
Target:
Pole Target
Iteratio: 500
Chain Len: 2
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

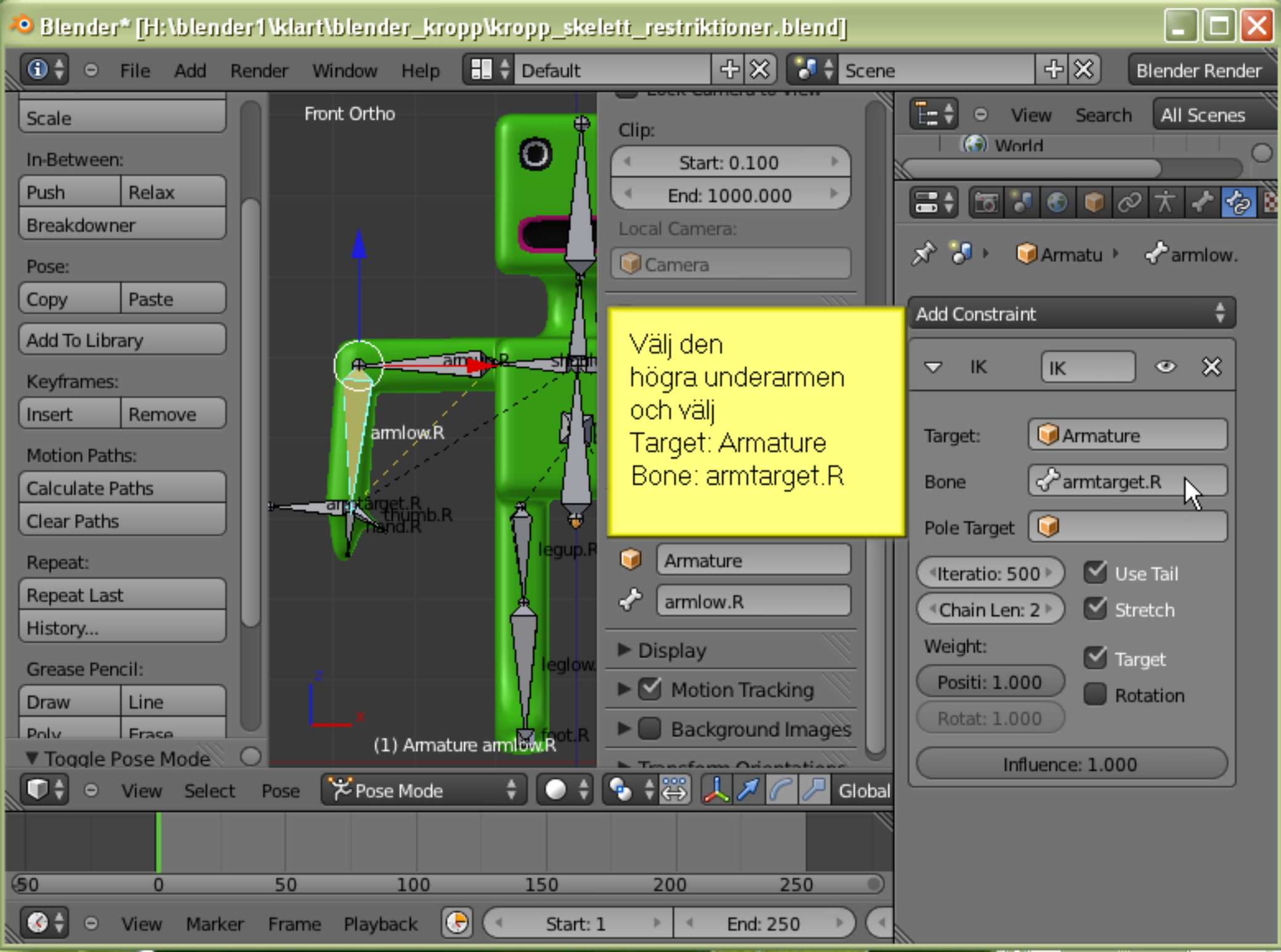

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
Välj skulderbenet
och
bocka för
X-Axis Mirror
head
neck
armup.R
shoulder.R
shoulder.L
armup.L
armlow.R
main body
armlo
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
shoulder.L
foot.R
foot.L
View Select Armature
Edit Mode
Globa
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group

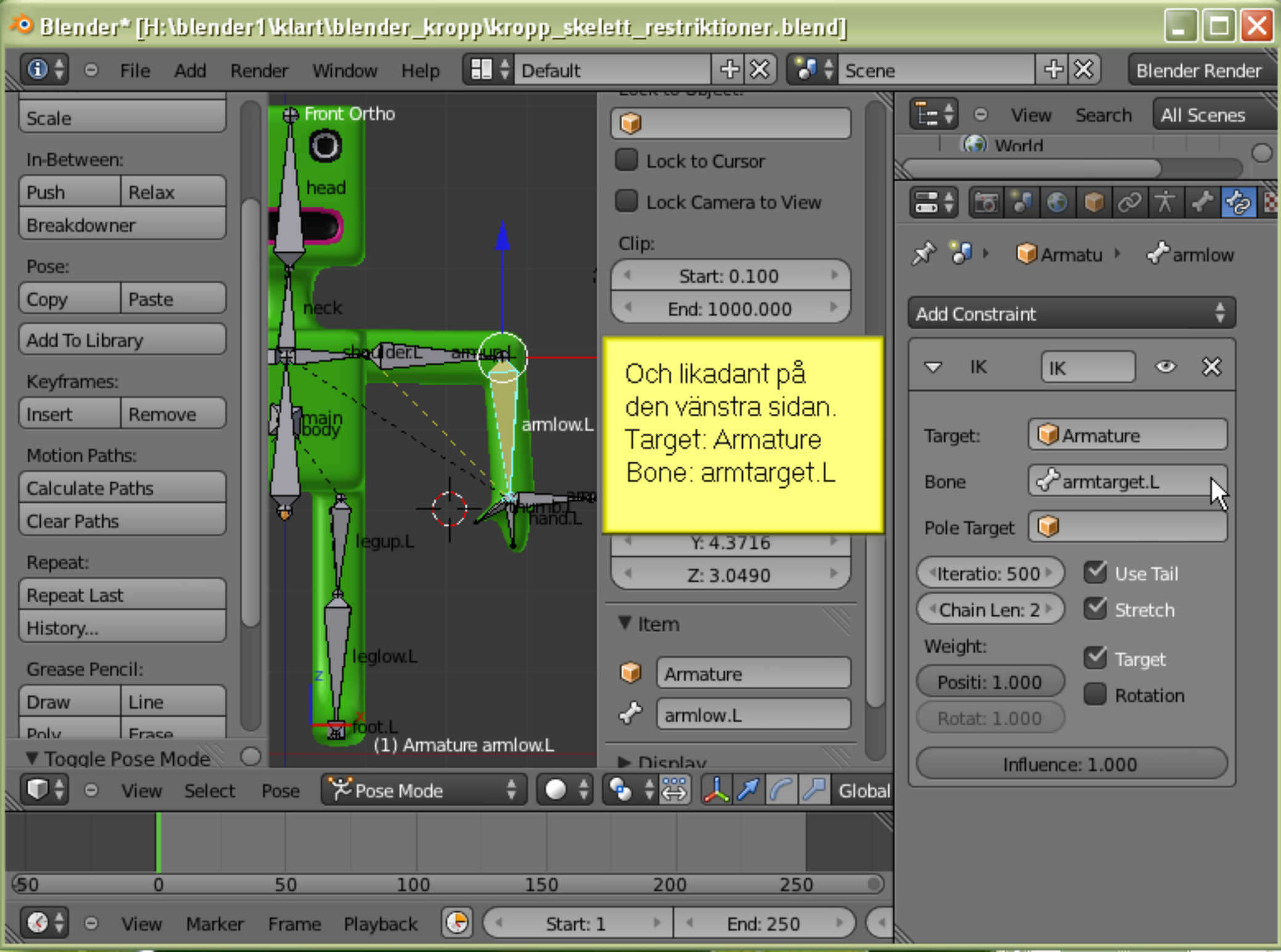

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
Front Ortho
Klicka
Duplicate knappen
eller
SHIFT+D
head
neck
shoulder.R
shoulder.L
armup.R
armup.L
armlow.R
armlow.L
main body
thumb.R
hand.R
thumb.L
hand.L
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature shoulder.L
View Select Armature
Edit Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group

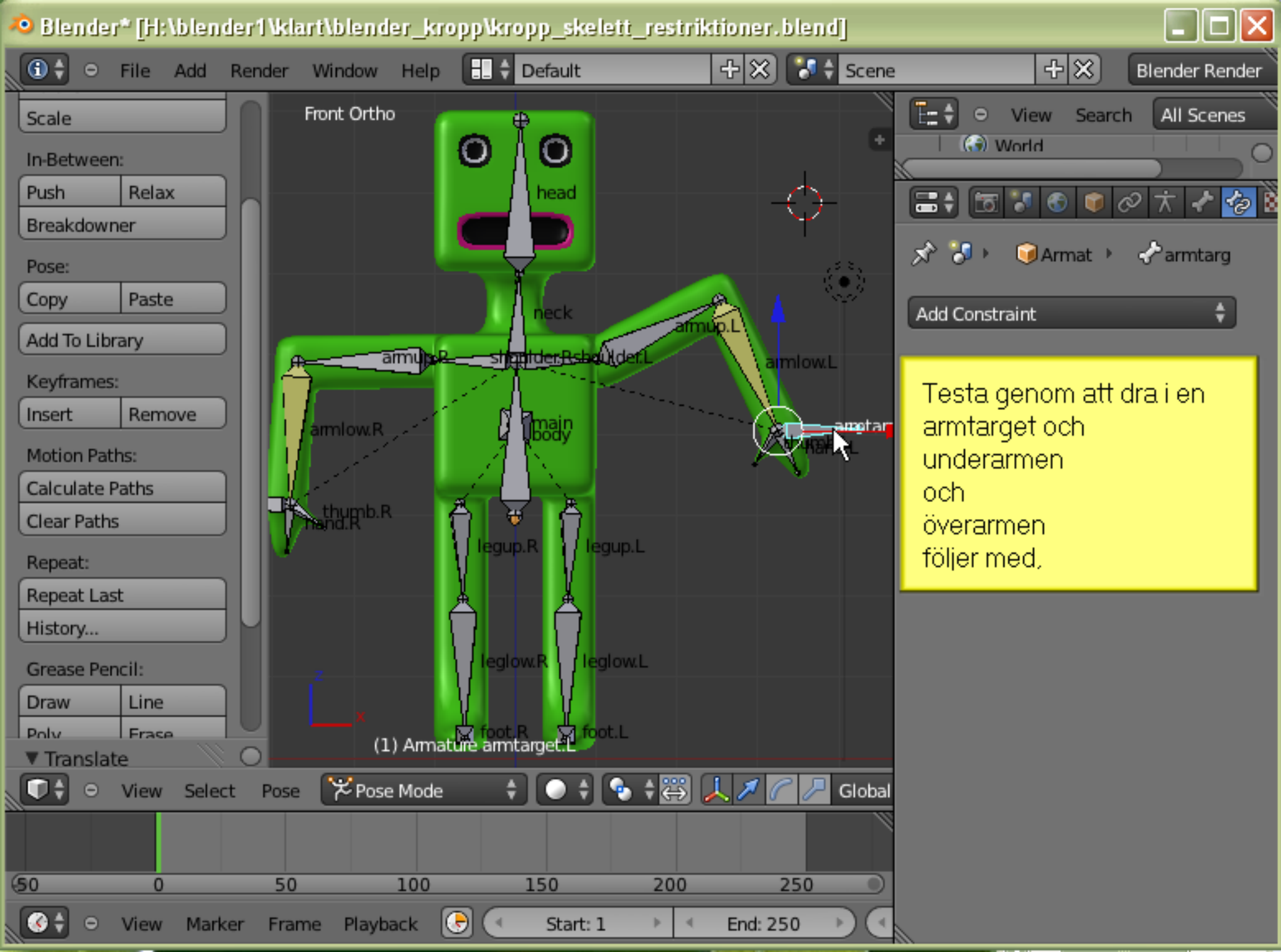

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
head
neck
armlow.R
main body
shoulder.R.001
thumb.R
hand.R
legup.R
legup.L
Och när du flyttar skulderbenet så följer det andra skulder-benet med,
Dra benen ner till händerna.
Dx: 2.7663 Dy: 0.0000 Dz: -1.7696 (3.2839)
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

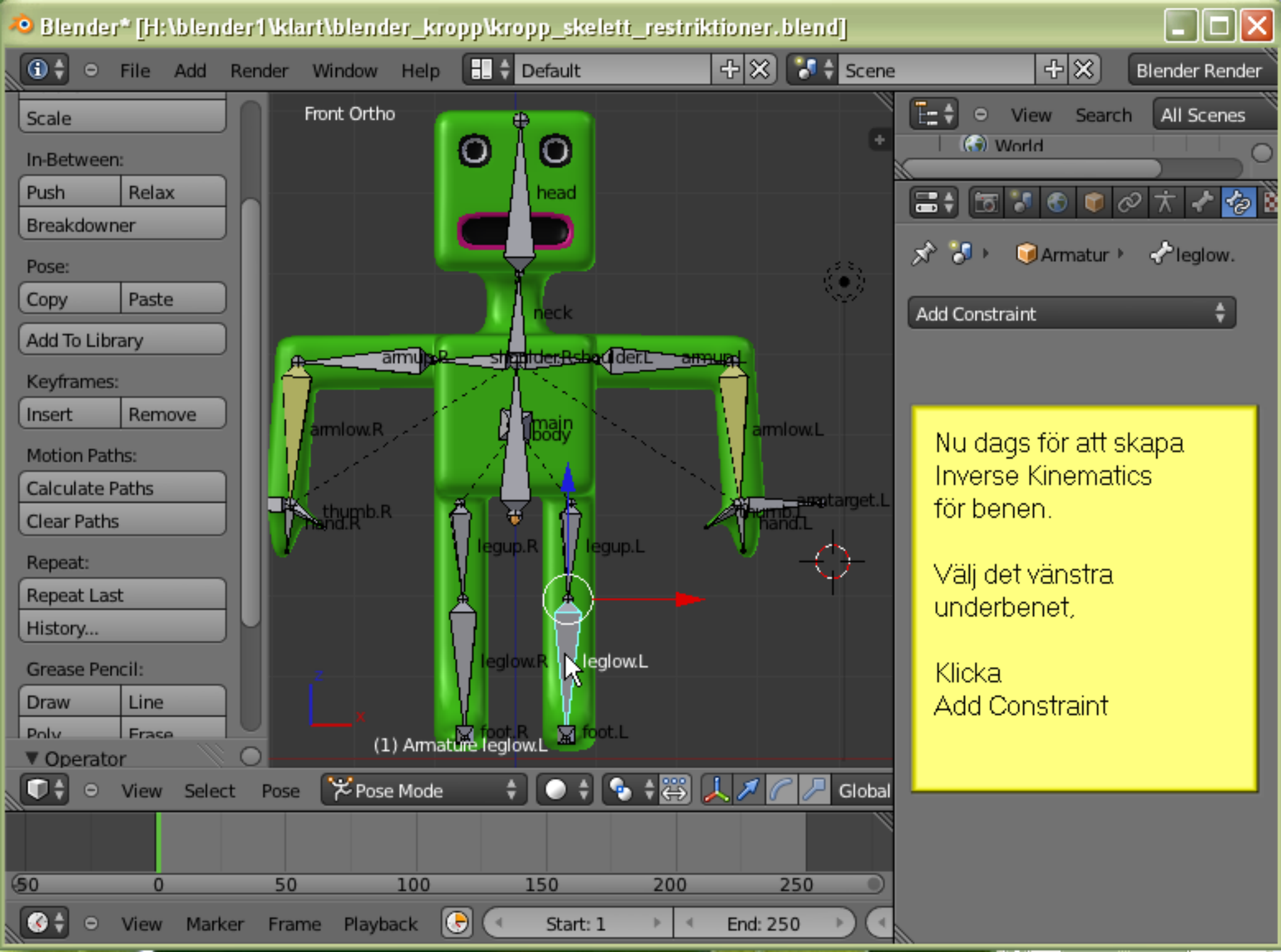

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 2.0340
Y: 4.3716
Z: 3.0490
Item
Armature
armtarget.R
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
armlow.R
armtarget.R
hand.R
legup.R
N-tangenten
och du får fram
en ny meny
och du kan döpa benet
till armtarget.R
Och döp det vänstra
nya benet
til armtarget.L
View Select Armature
View Marker Frame
50 0 50 250

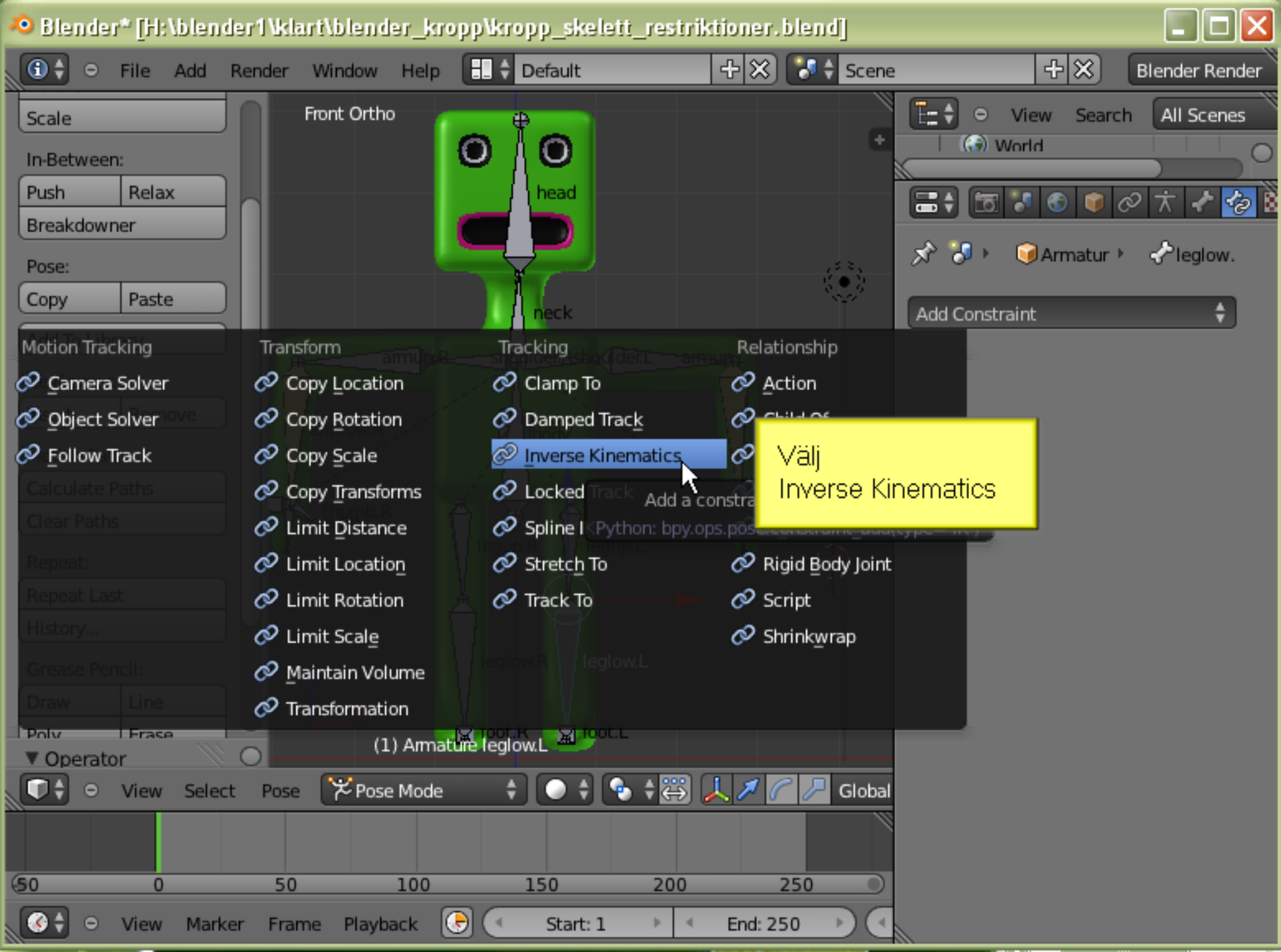

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
armlow.R
armtarget.R
legup.R
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 2.0340
Y: 4.3716
Z: 3.0490
Item
Armature
armtarget.R
Display
Pose Mode
Edit Mode
Object Mode
Gå till
Pose Mode.
View Select Armature
Edit Mode
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

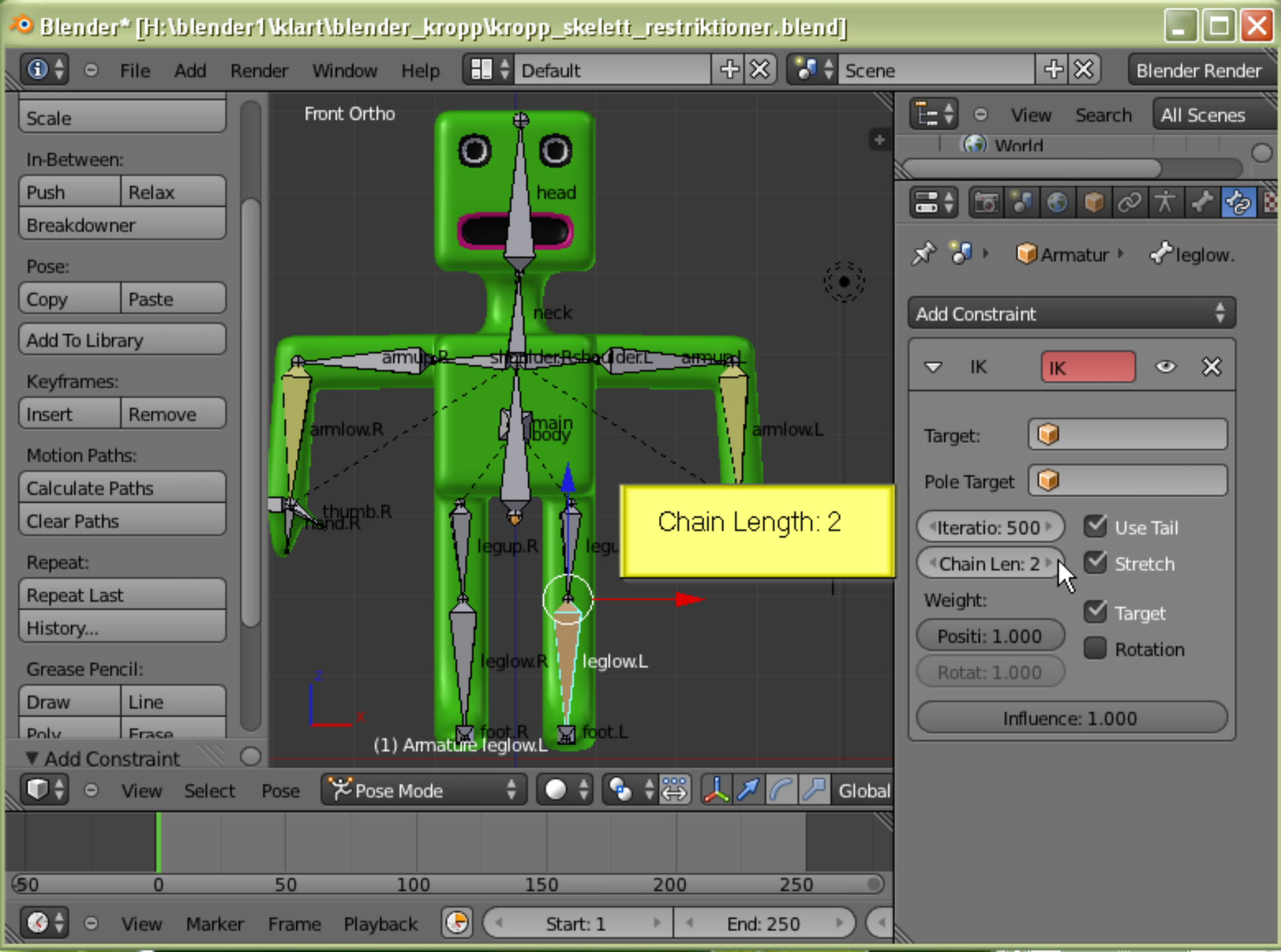

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
armlow.R
armtarget.R
thumb.R
hand.R
legup.R
leglow.
foot.R
(1) Armature armlow.R
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Toggle Pose Mode
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
Armature
armlow.R
Display
Motion Tracking
Background Images
Välj den
högra underarmen
och välj
Target: Armature
Bone: armtarget.R
View Search All Scenes
World
Armatu armlow.
Add Constraint
IK IK
Target: Armature
Bone armtarget.R
Pole Target
Iteratio: 500
Chain Len: 2
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

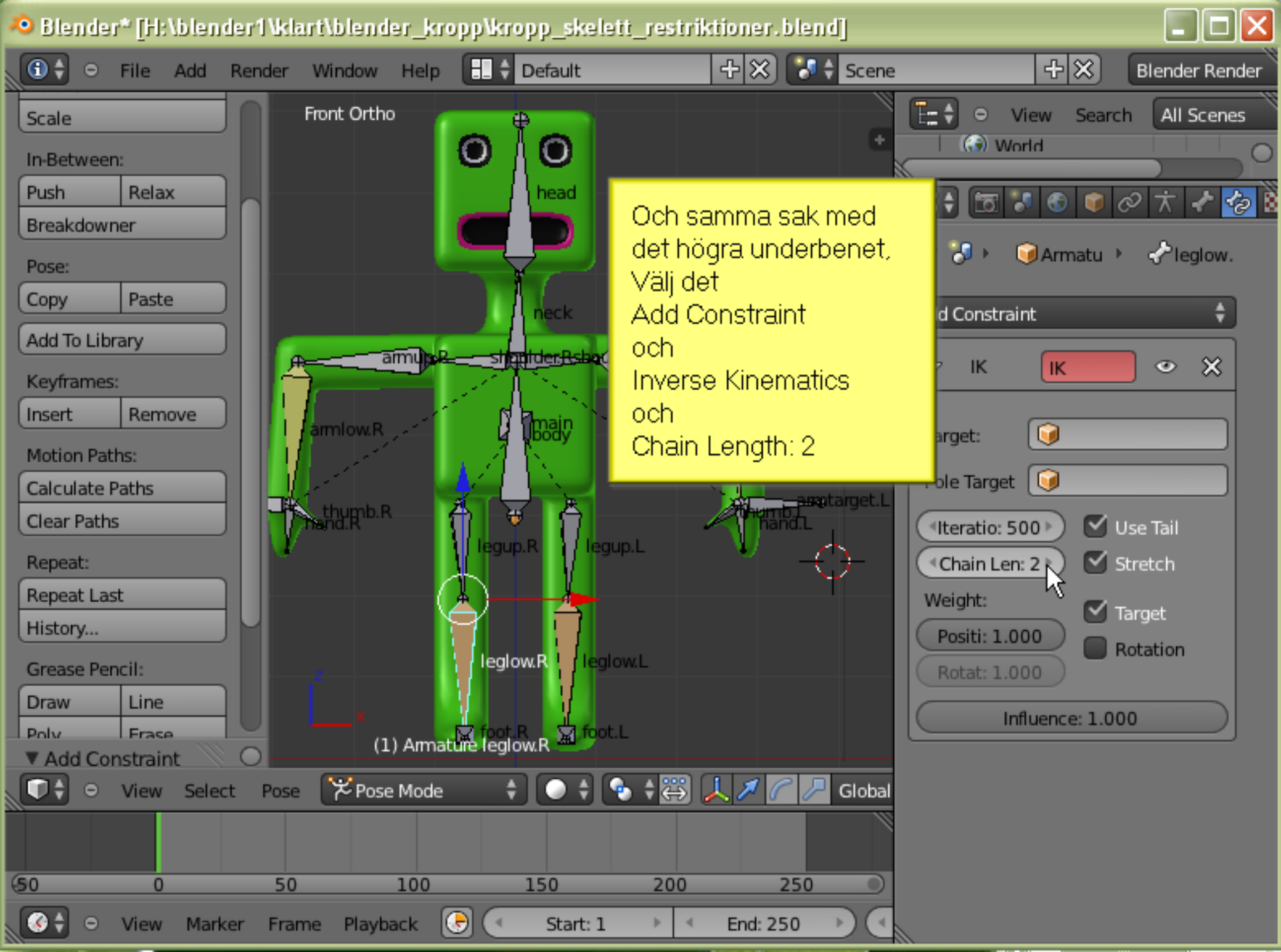

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Toggle Pose Mode
Front Ortho
head
neck
main body
armlow.L
legup.L
leglow.L
foot.L
(1) Armature armlow.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Och likadant på den vänstra sidan.
Target: Armature
Bone: armtarget.L
Y: 4.3716
Z: 3.0490
Item
Armature
armlow.L
Display
View Search All Scenes
World
Armatu
armlow
Add Constraint
IK
Target: Armature
Bone armtarget.L
Pole Target
Iteratio: 500
Use Tail
Chain Len: 2
Stretch
Weight:
Positi: 1.000
Target
Rotation
Rotat: 1.000
Influence: 1.000
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

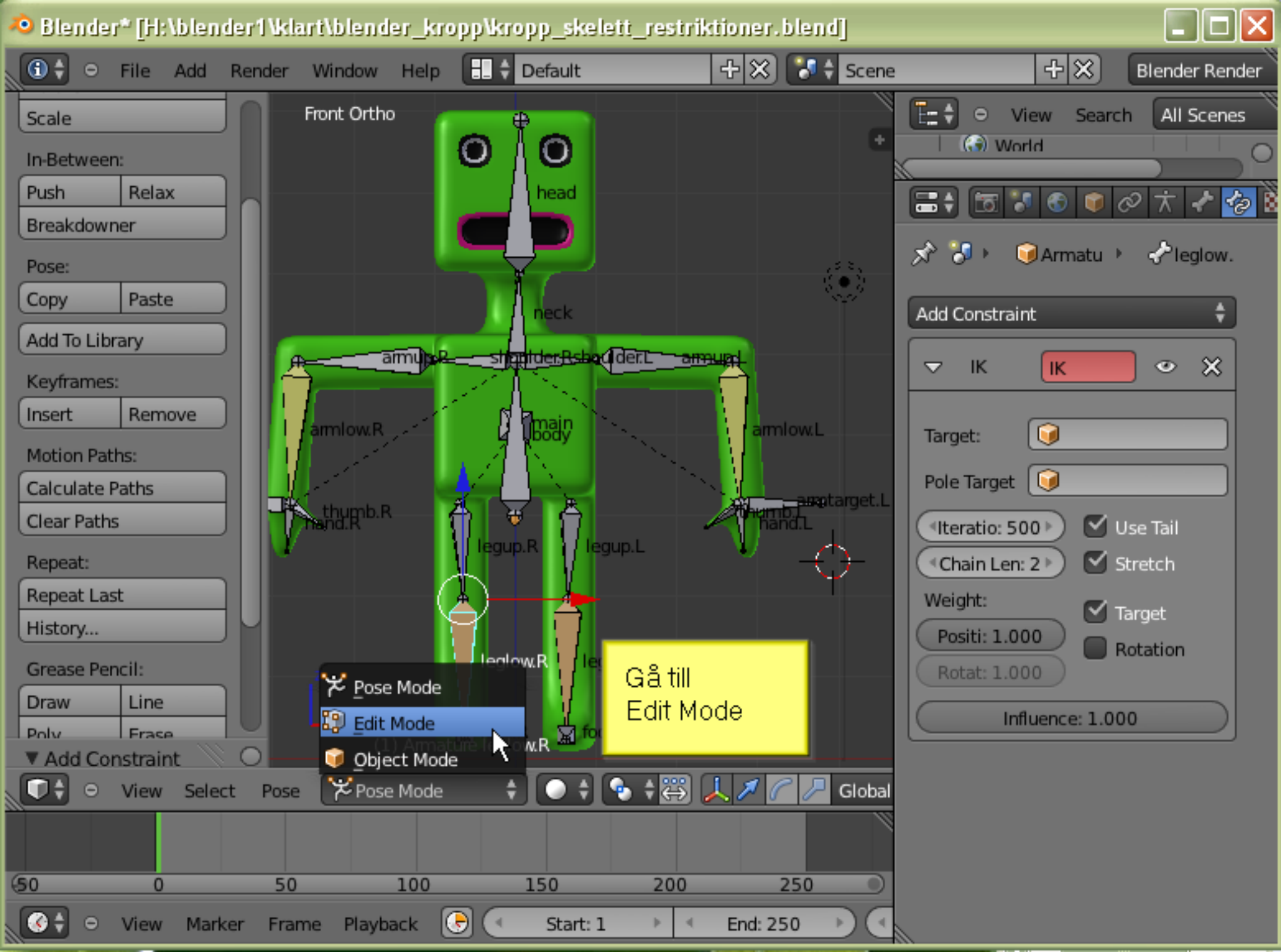

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
head
neck
armup.L
armlow.L
armlow.R
main body
thumb.R
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature amtarget.L
View Search All Scenes
World
Armat armtarg
Add Constraint
Testa genom att dra i en armtarget och underarmen och överarmen följer med.
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

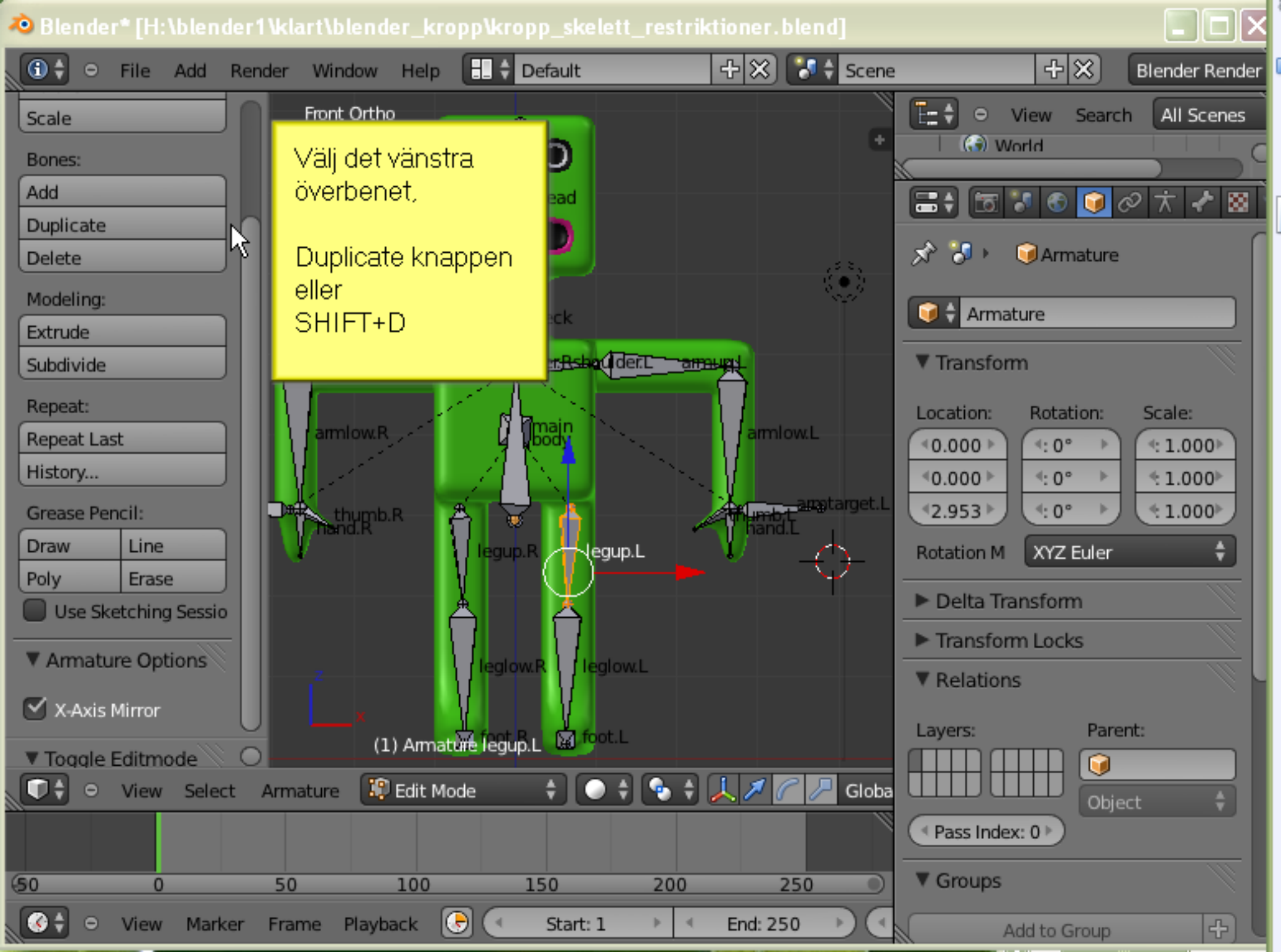

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
head
neck
armlow.R
main body
armlow.L
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature leglow.L
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Operator
View Search All Scenes
World
Armatur
leglow.
Add Constraint
Nu dags för att skapa Inverse Kinematics för benen.
Välj det vänstra underbenet.
Klicka Add Constraint
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

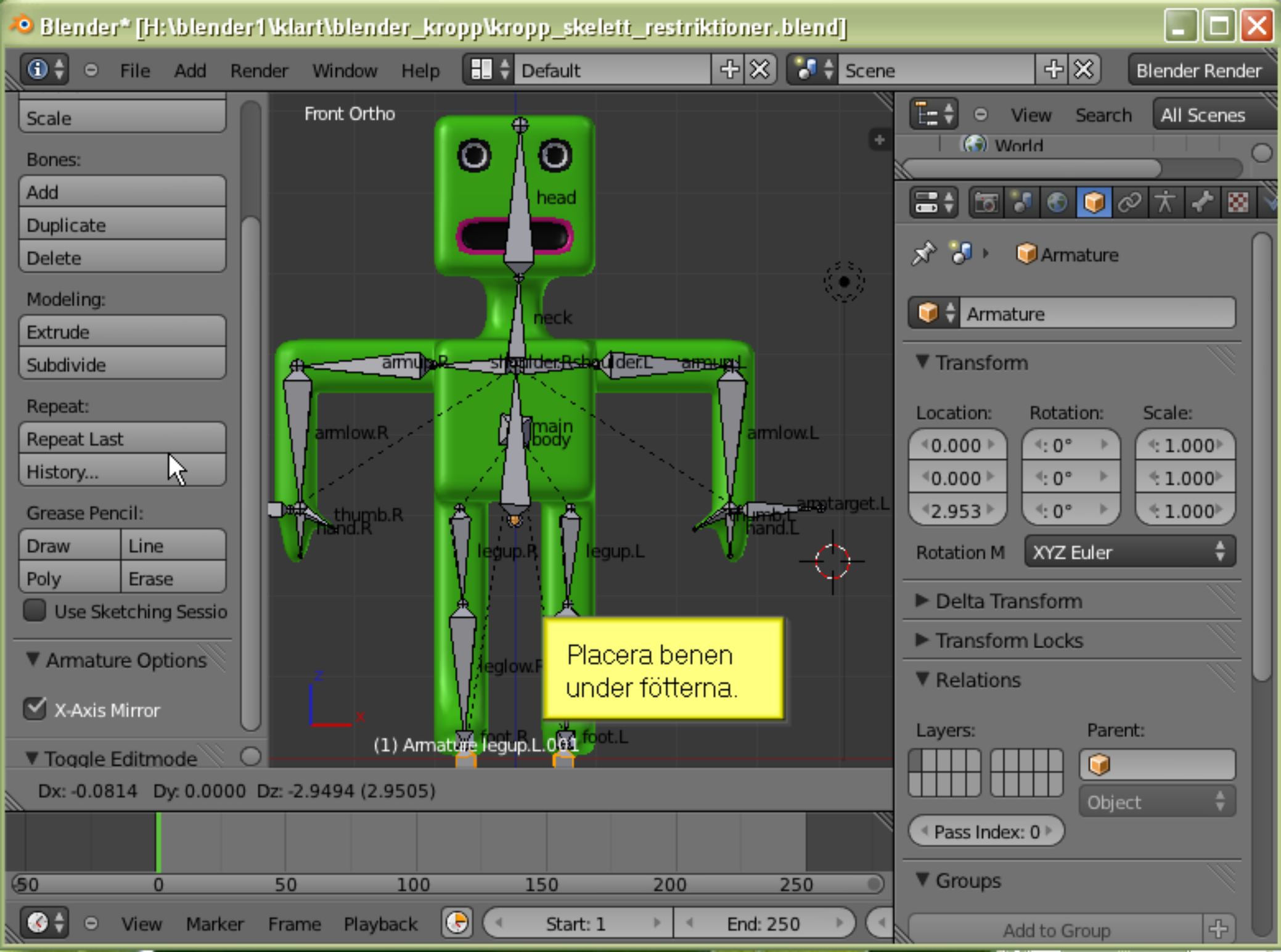

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
head
neck
View Search All Scenes
World
Armatur
leglow.
Add Constraint
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked Track
Spline I
Stretch To
Track To
Relationship
Action
Rigid Body Joint
Script
Shrinkwrap
Välj
Inverse Kinematics
(1) Armature leglow.L
Operator
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

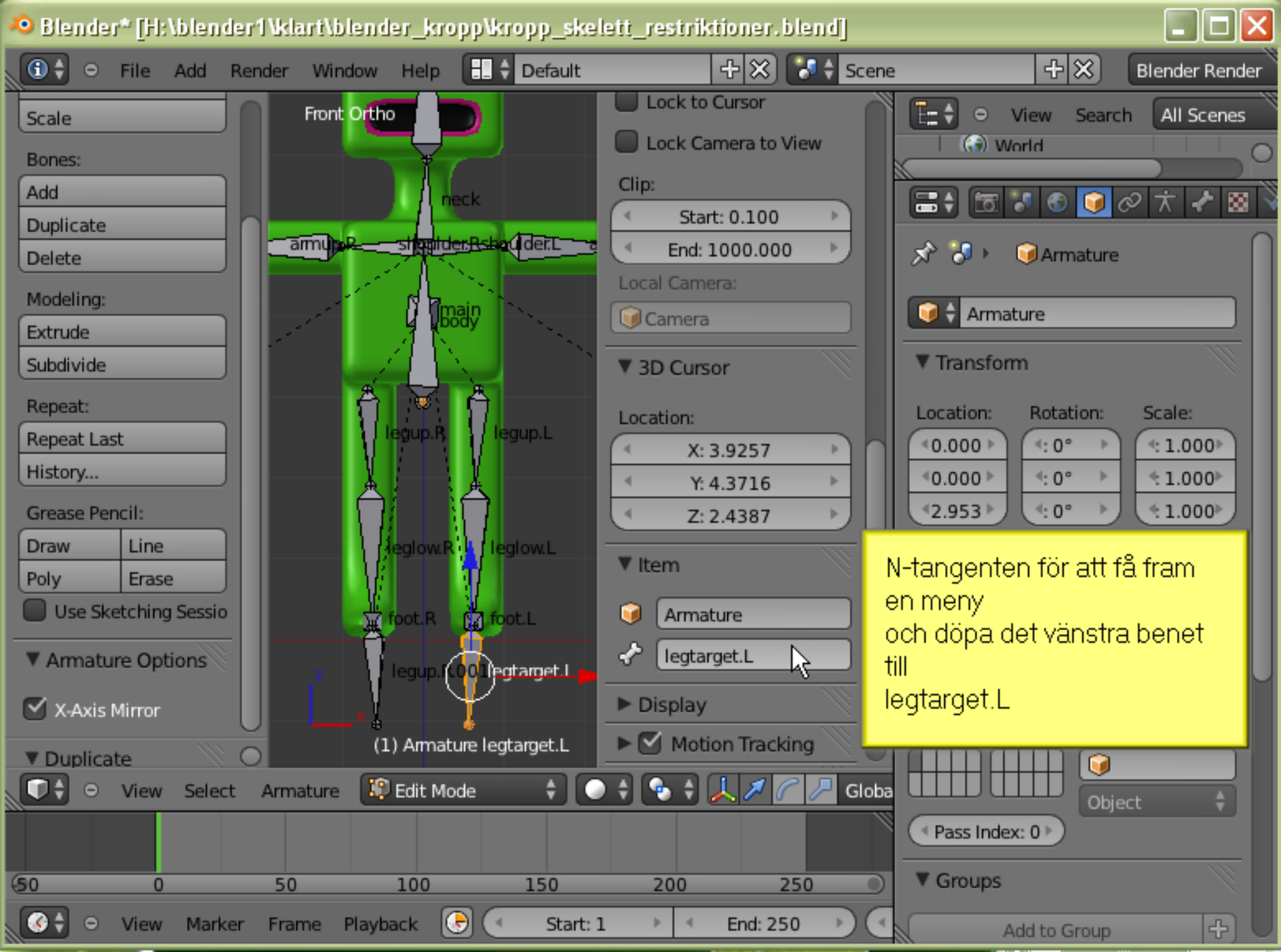

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
head
neck
armlow.R
armlow.L
main body
thumb.R
legup.R
leglow.R
leglow.L
foot.R
foot.L
Chain Length: 2
(1) Armature leglow.L
View Select Pose
Pose Mode
Global
View Search All Scenes
World
Armatur
leglow.
Add Constraint
IK
IK
Target:
Pole Target
Iteratio: 500
Use Tail
Chain Len: 2
Stretch
Weight:
Target
Positi: 1.000
Rotation
Rotat: 1.000
Influence: 1.000
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

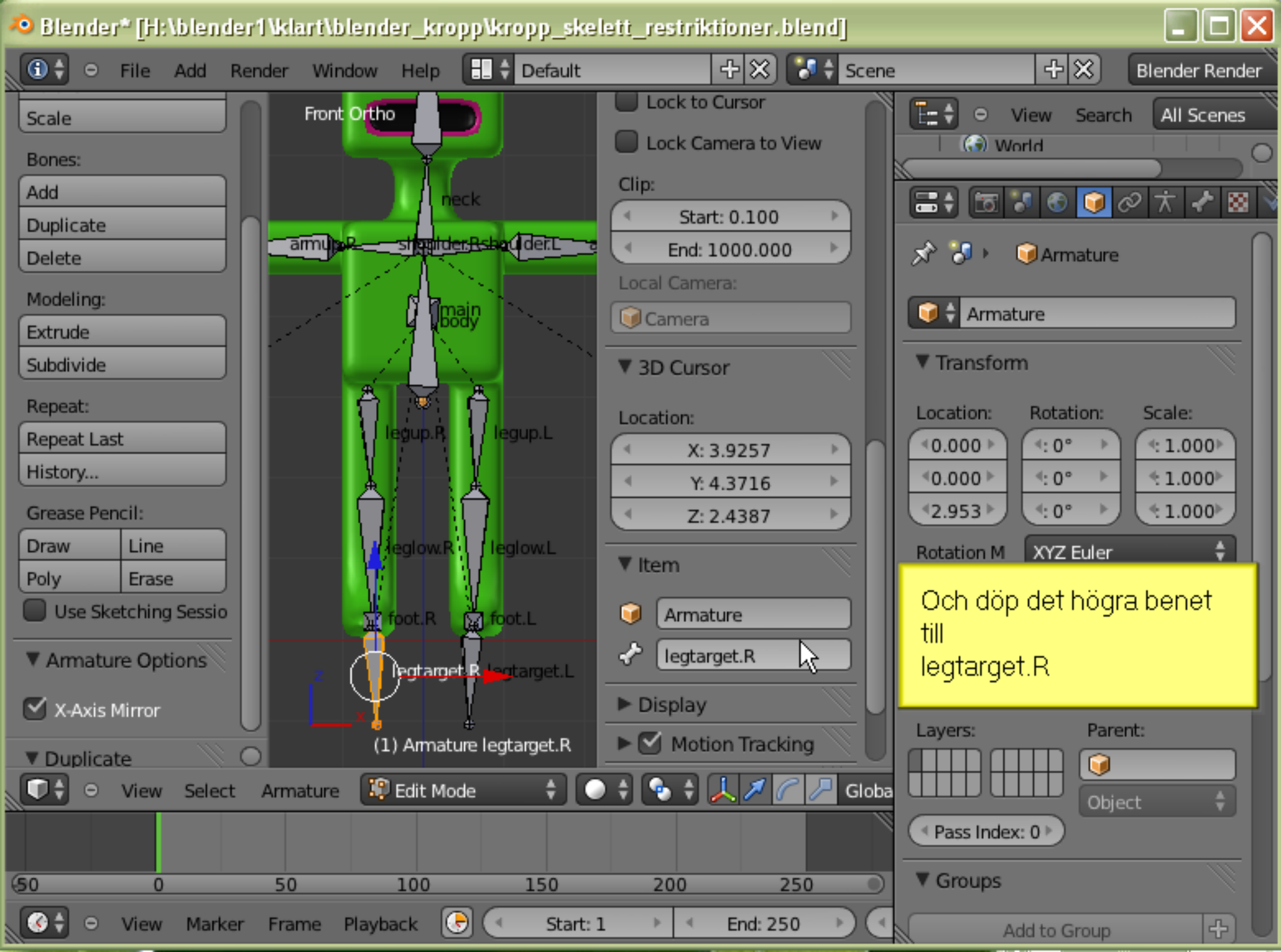

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Och samma sak med
det högra underbenet.
Välj det
Add Constraint
och
Inverse Kinematics
och
Chain Length: 2
head
neck
armlow.R
main body
thumb.R
hand.R
legup.R
legup.L
legtarget.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature leglow.R
Scale
In-Between:
Push
Relax
Breakdowner
Pose:
Copy
Paste
Add To Library
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Add Constraint
View Search All Scenes
World
Armatu
leglow.
IK
IK
Target:
Pole Target
Iteratio: 500
Use Tail
Chain Len: 2
Stretch
Weight:
Target
Positi: 1.000
Rotation
Rotat: 1.000
Influence: 1.000
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

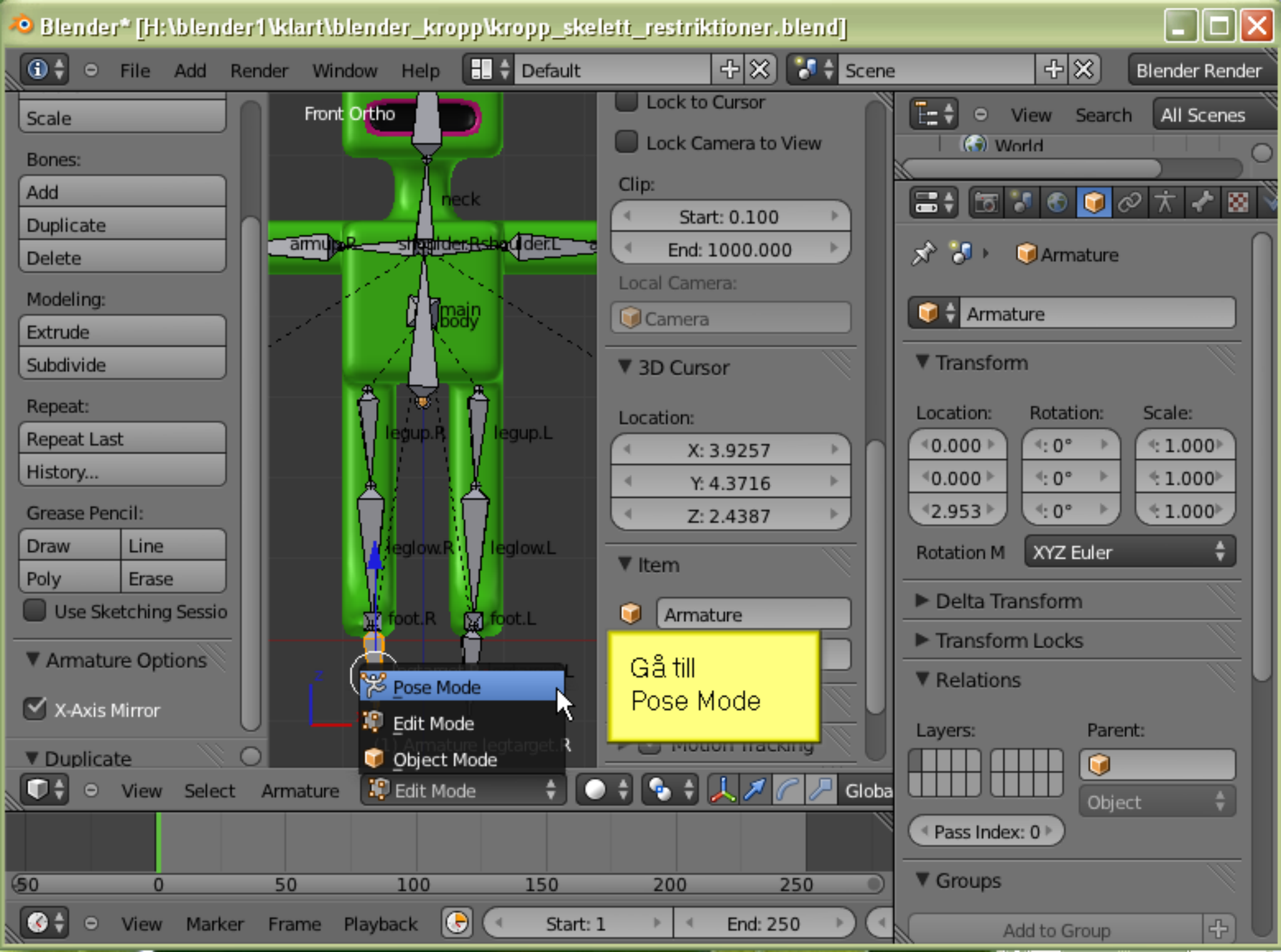

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
head
neck
armlow.R
armlow.L
main body
thumb.R
hand.R
legup.R
legup.L
armtarget.L
Pose Mode
Edit Mode
Object Mode
Gå till
Edit Mode
View Select Pose
Pose Mode
Global
View Search All Scenes
World
Armatu
leglow.
Add Constraint
IK
IK
Target:
Pole Target
Iteratio: 500
Chain Len: 2
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

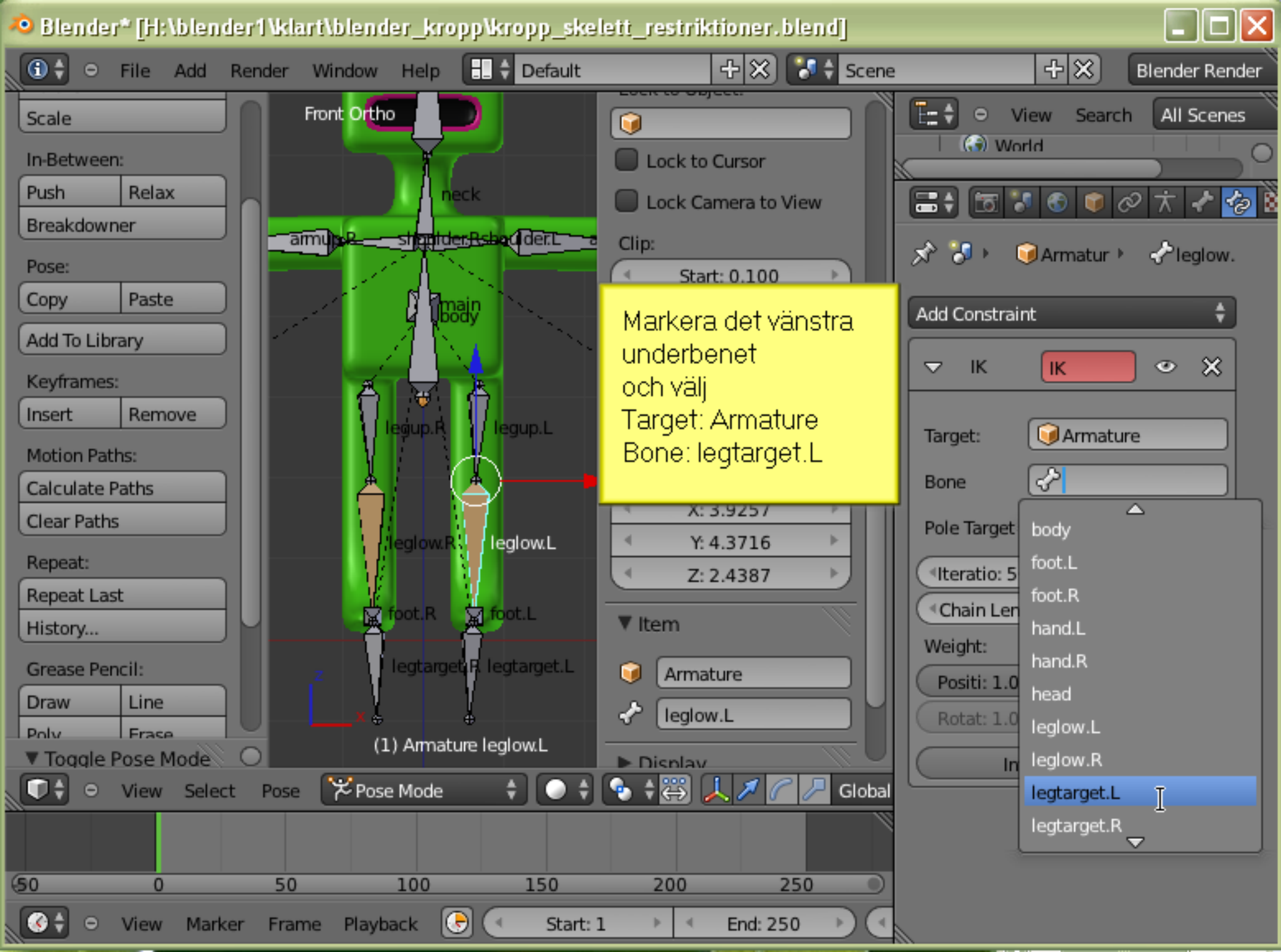

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
Front Ortho
Välj det vänstra överbenet,
Duplicate knappen eller
SHIFT+D
armlow.R
armlow.L
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
(1) Armature legup.L
View Select Armature
Edit Mode
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

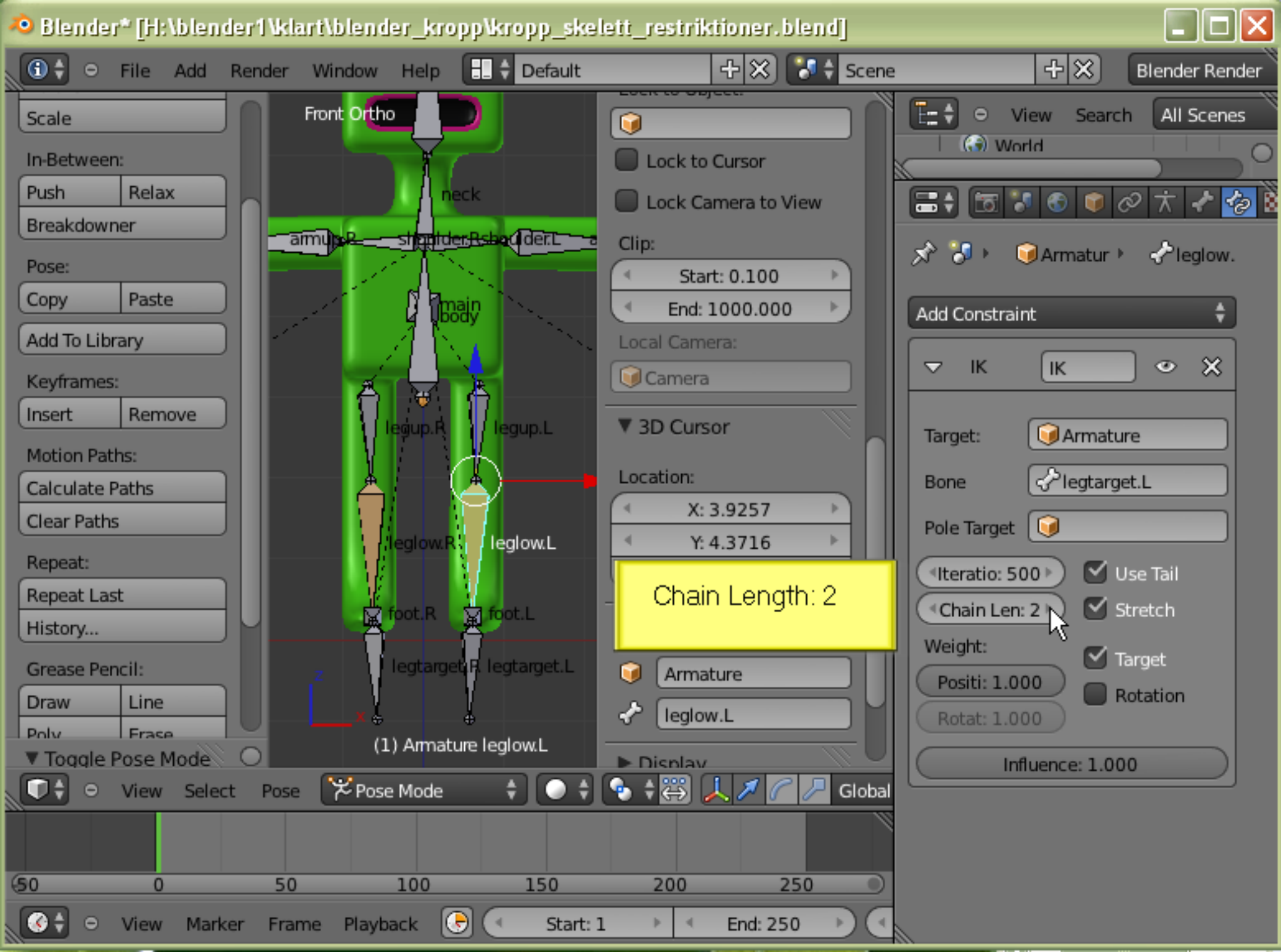

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
head
neck
armlow.R
armlow.L
main body
thumb.R
hand.R
armtarget.L
legup.R
legup.L
Placera benen under fötterna.
foot.R
foot.L
(1) Armature legup.L.001
Dx: -0.0814 Dy: 0.0000 Dz: -2.9494 (2.9505)
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

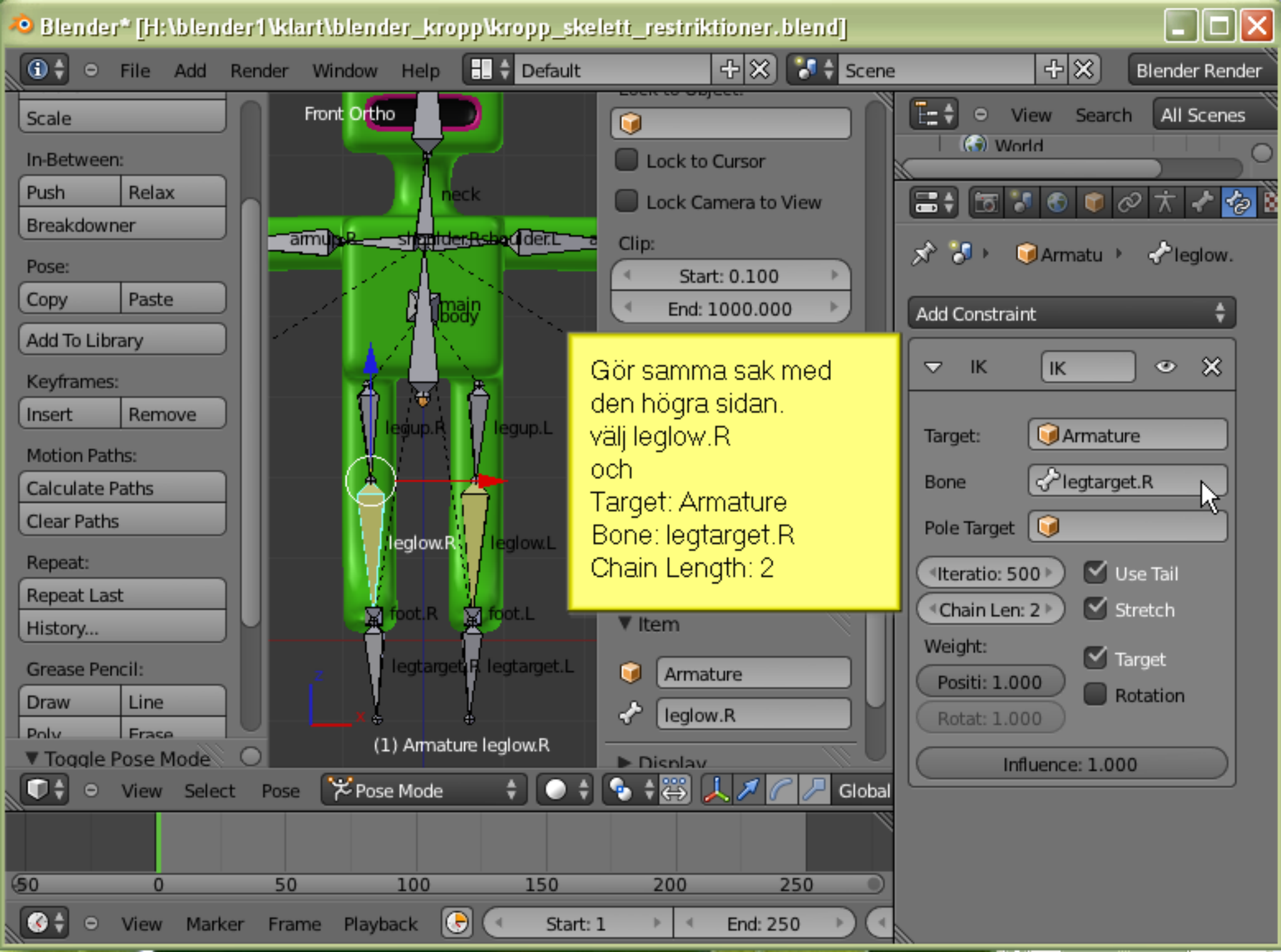

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
neck
main body
legup.R
legup.L
legtarget.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 3.9257
Y: 4.3716
Z: 2.4387
Item
Armature
legtarget.L
Display
Motion Tracking
View Search All Scenes
World
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
N-tangenten för att få fram en meny
och döpa det vänstra benet till
legtarget.L
Object
Pass Index: 0
Groups
Add to Group
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
(1) Armature legtarget.L
View Select Armature
Edit Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

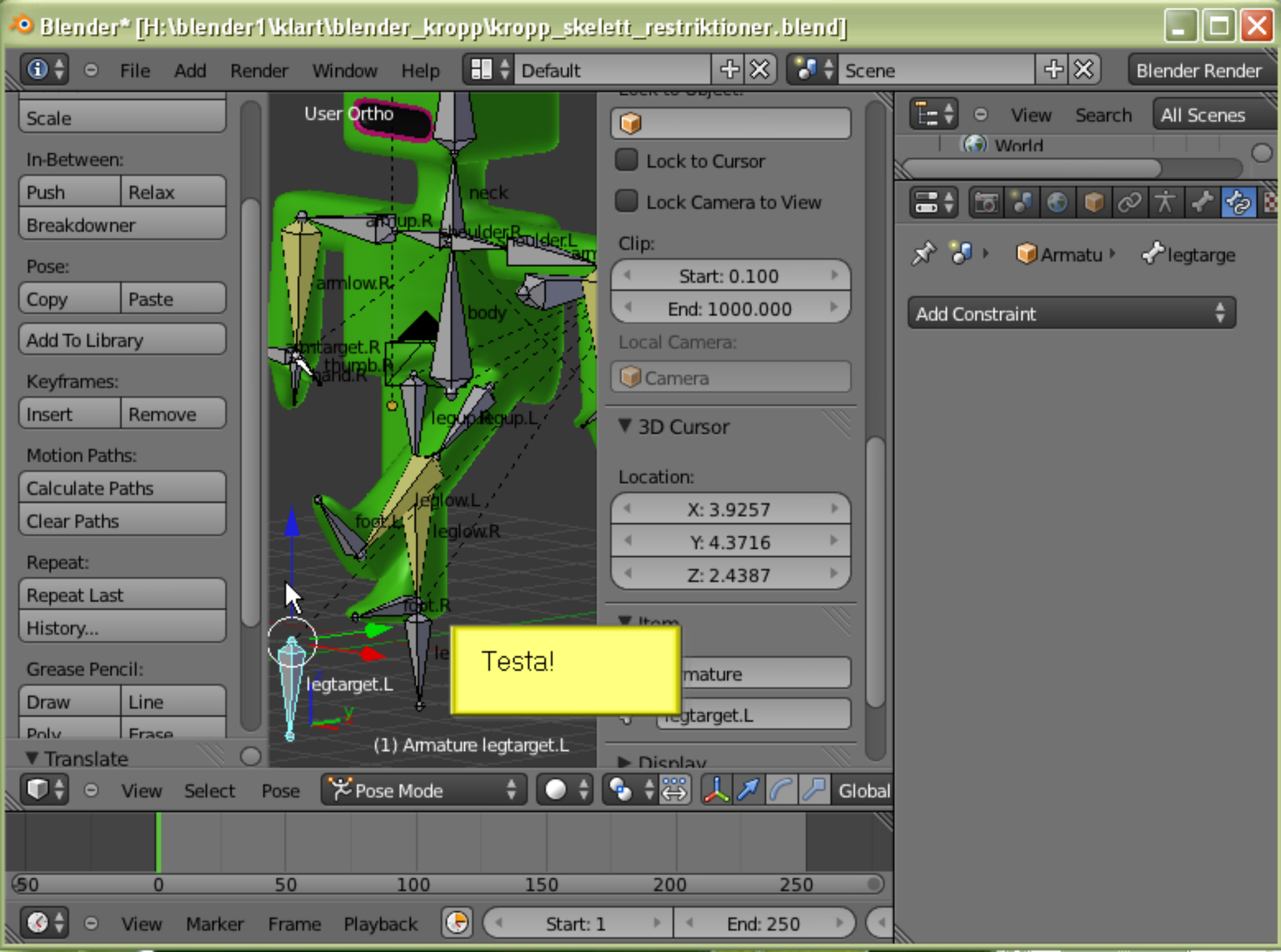

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
neck
main body
legup.R
legup.L
legloW.R
legloW.L
foot.R
foot.L
legtarget.R
legtarget.L
(1) Armature legtarget.R
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 3.9257
Y: 4.3716
Z: 2.4387
Item
Armature
legtarget.R
Display
Motion Tracking
View Search All Scenes
World
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Och döp det högra benet till legtarget.R
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
View Select Armature Edit Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

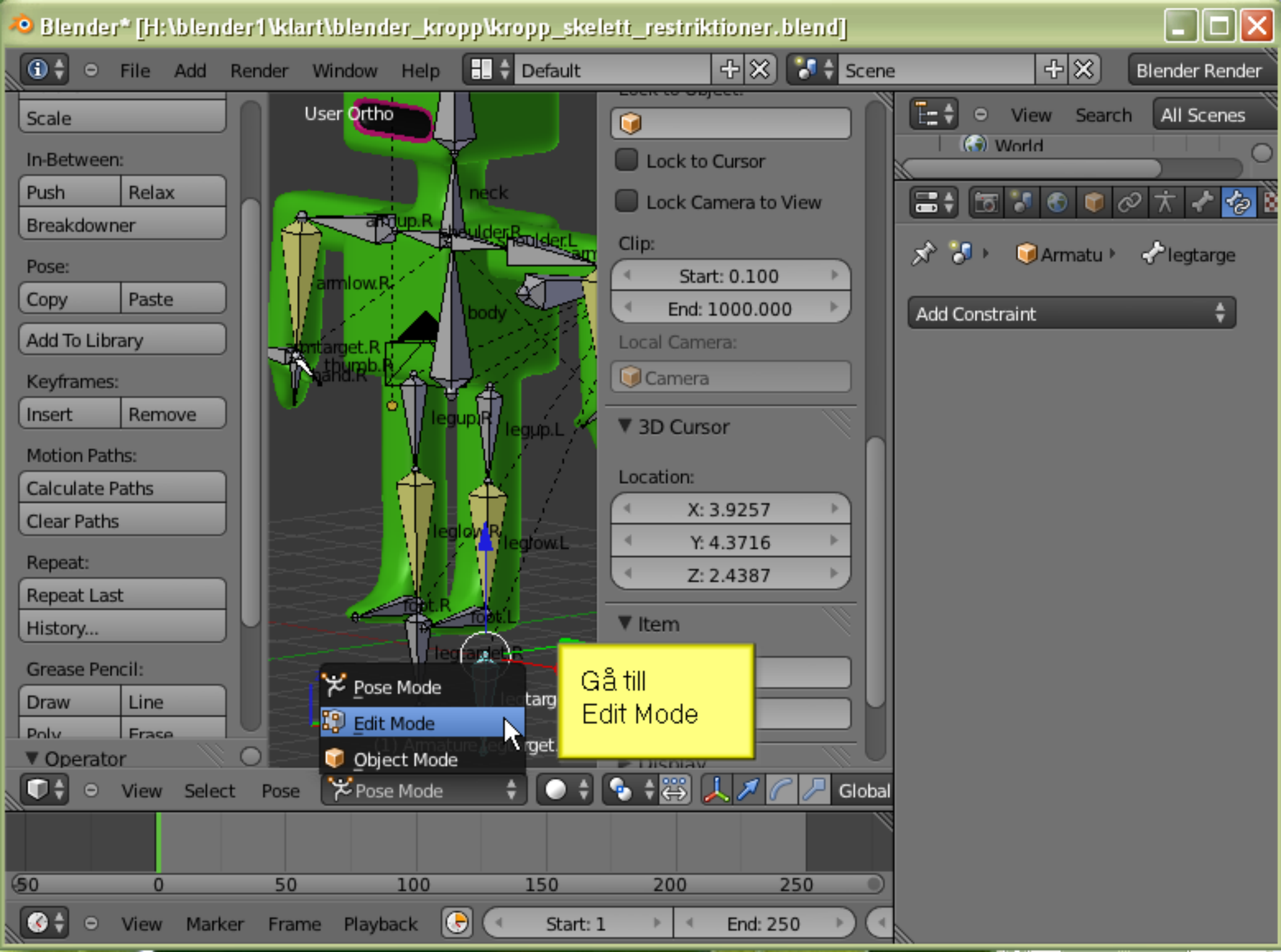

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
neck
main body
legup.R
legup.L
legglow.R
legglow.L
foot.R
foot.L
Pose Mode
Edit Mode
Object Mode
Gå till
Pose Mode
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 3.9257
Y: 4.3716
Z: 2.4387
Item
Armature
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
View Search All Scenes
World
Armature
Armature
Transform
Location:
Rotation:
Scale:
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature
Edit Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

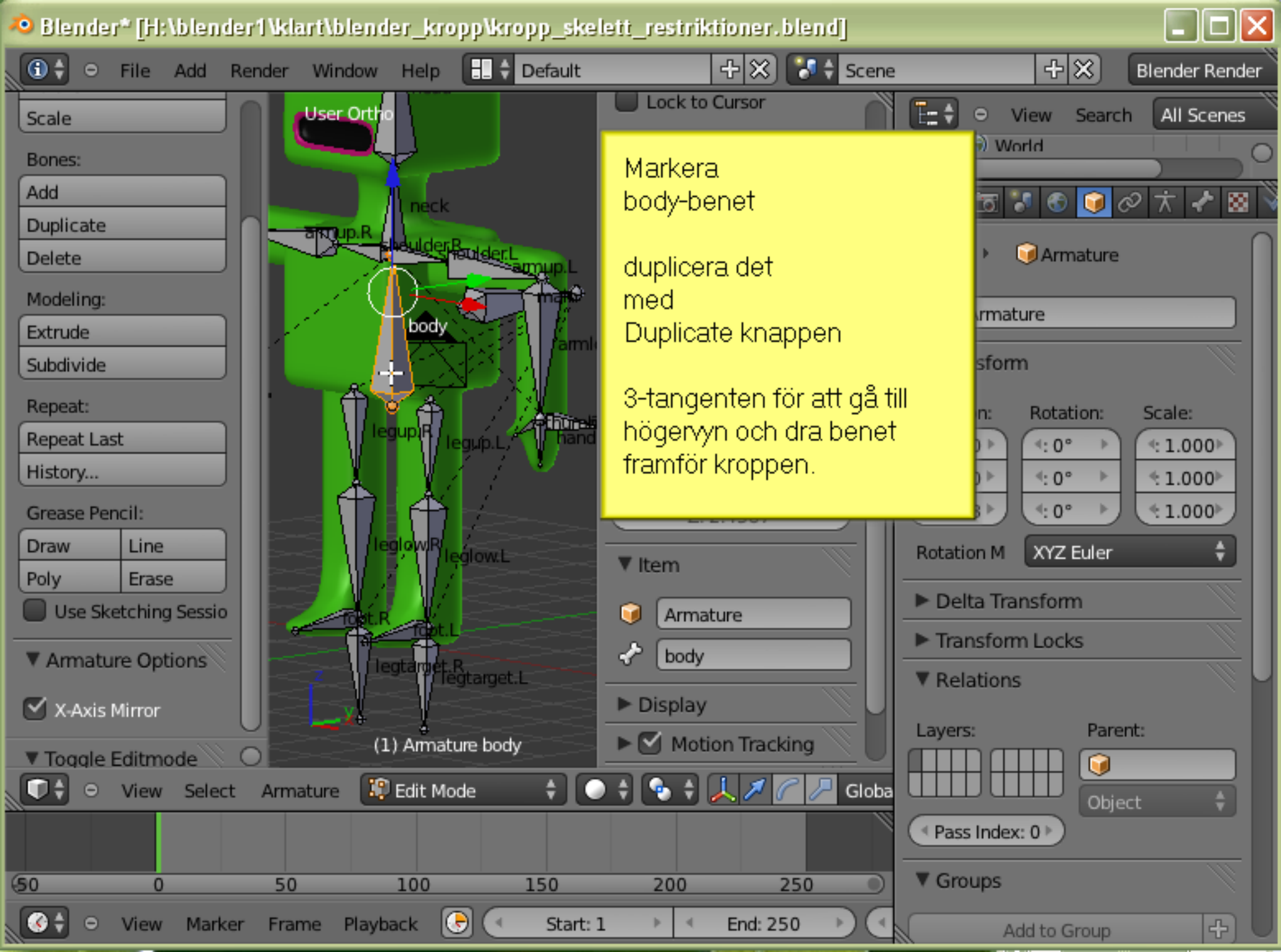

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Front Ortho
neck
main body
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
legtarget.R
legtarget.L
(1) Armature leglow.L
Markera det vänstra underbenet
och välj
Target: Armature
Bone: legtarget.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
Armature
leglow.L
Add Constraint
IK
Target:
Armature
Bone
Pole Target
body
foot.L
foot.R
hand.L
hand.R
head
leglow.L
leglow.R
legtarget.L
legtarget.R
Scale
In-Between:
Push
Relax
Breakdowner
Pose:
Copy
Paste
Add To Library
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Toggle Pose Mode
View Select Pose
Pose Mode
Global
View Marker Frame Playback
Start: 1
End: 250

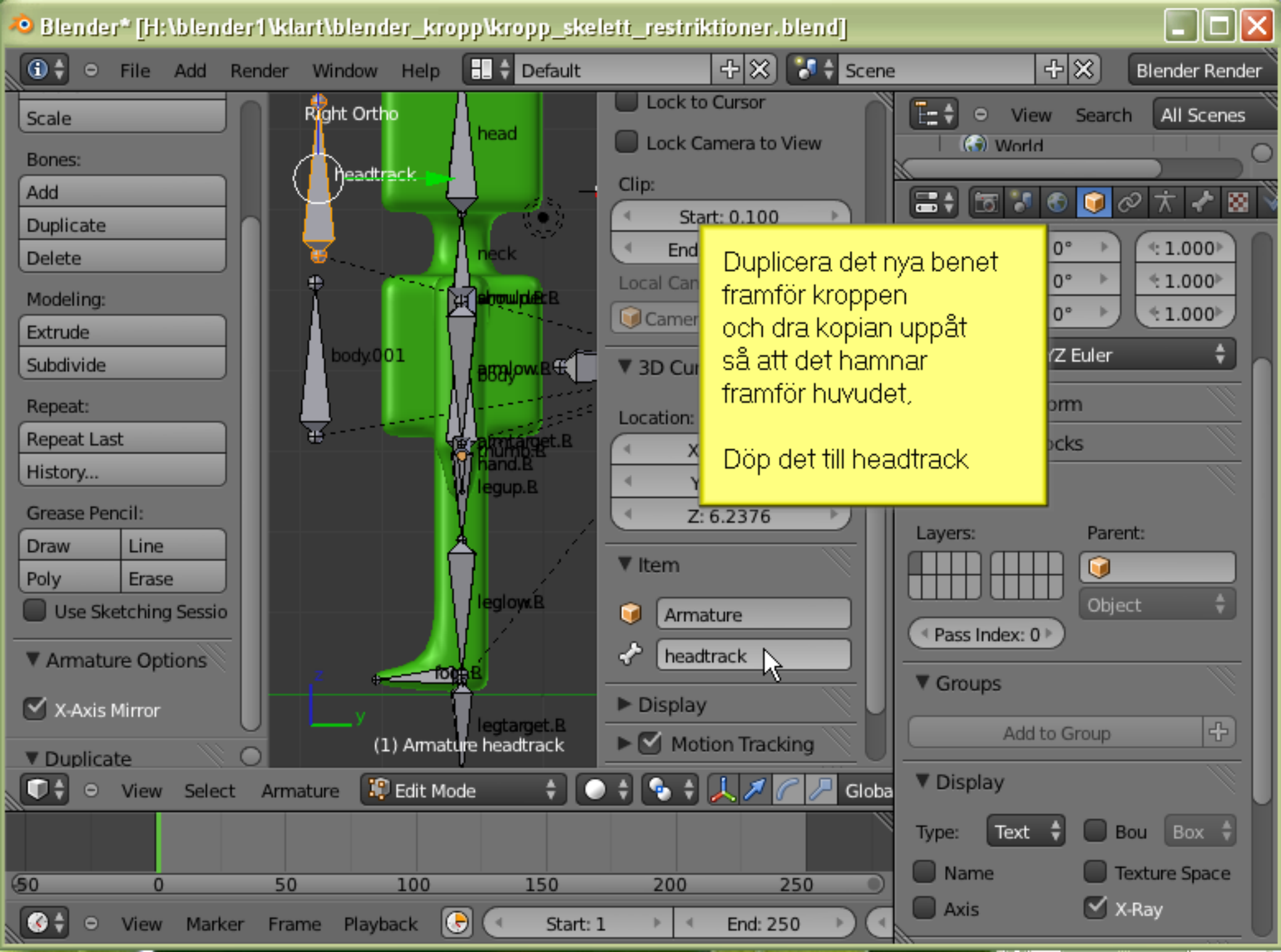

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Toggle Pose Mode
Front Ortho
neck
main body
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
legtarget.R
legtarget.L
(1) Armature leglow.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 3.9257
Y: 4.3716
Chain Length: 2
Armature
leglow.L
Display
View Search All Scenes
World
Armatur
leglow.
Add Constraint
IK
Target:
Armature
Bone
legtarget.L
Pole Target
Iteratio: 500
Chain Len: 2
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

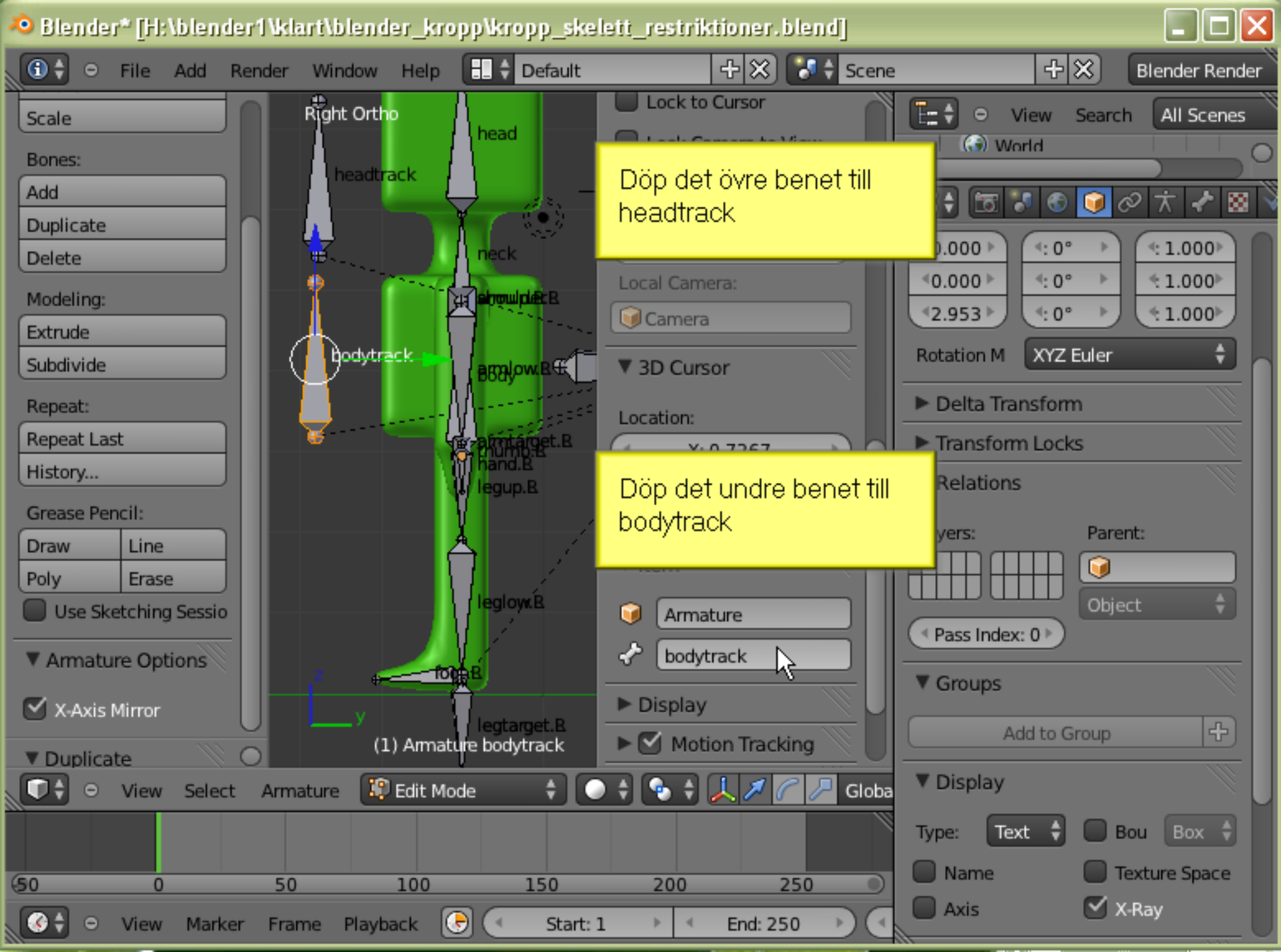

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Toggle Pose Mode
Front Ortho
neck
main body
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
legtarget.R
legtarget.L
(1) Armature leglow.R
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Item
Armature
leglow.R
Display
Gör samma sak med
den högra sidan.
välj leglow.R
och
Target: Armature
Bone: legtarget.R
Chain Length: 2
View Search All Scenes
World
Armatu
leglow.
Add Constraint
IK
Target:
Armature
Bone
legtarget.R
Pole Target
Iteratio: 500
Chain Len: 2
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

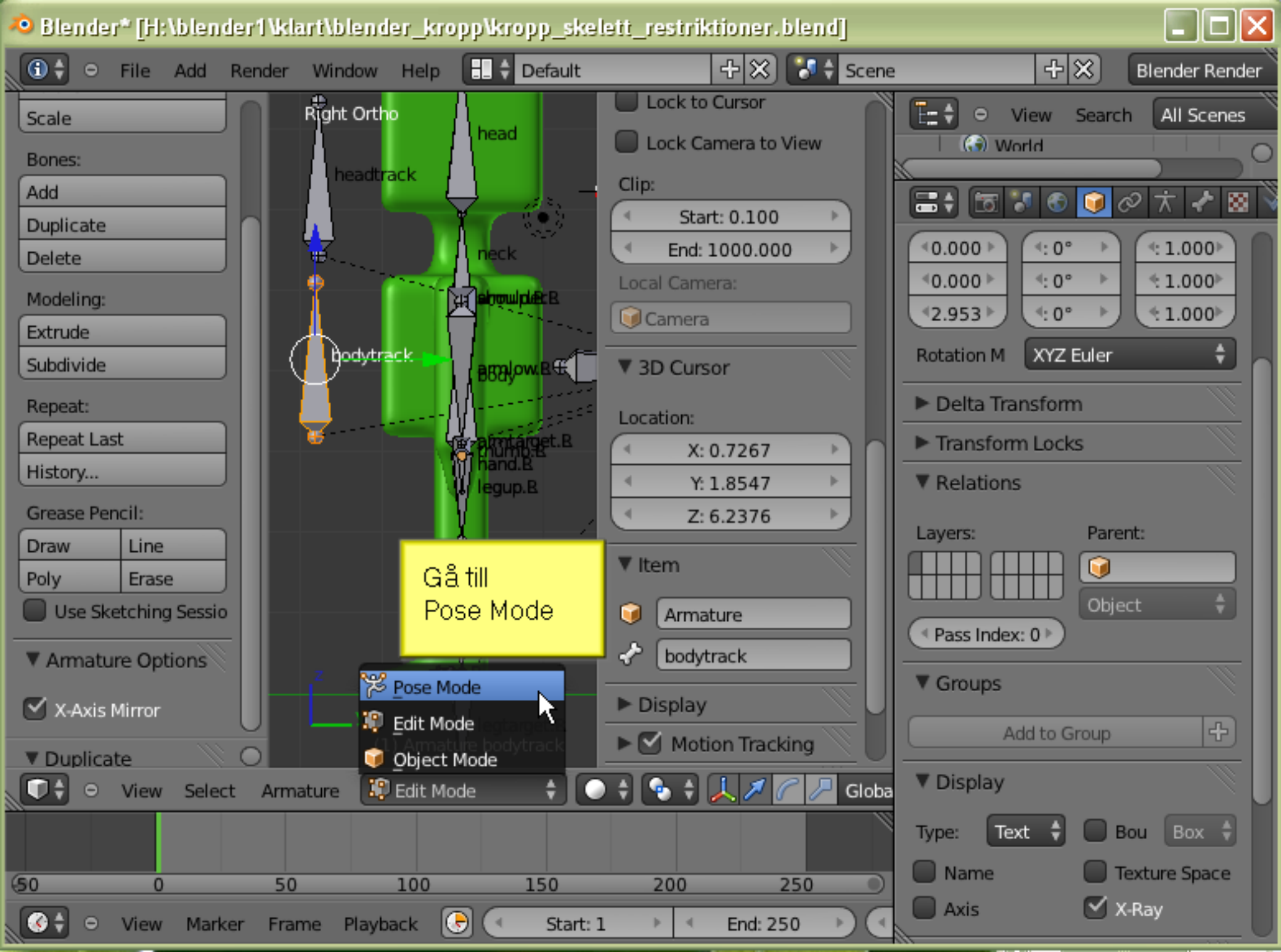

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
User Ortho
neck
armlow.R
body
thumb.R
legup.L
leglow.L
leglow.R
foot.R
legtarget.L
Testa!
(1) Armature legtarget.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 3.9257
Y: 4.3716
Z: 2.4387
View Search All Scenes
World
Armatu
legtarge
Add Constraint
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

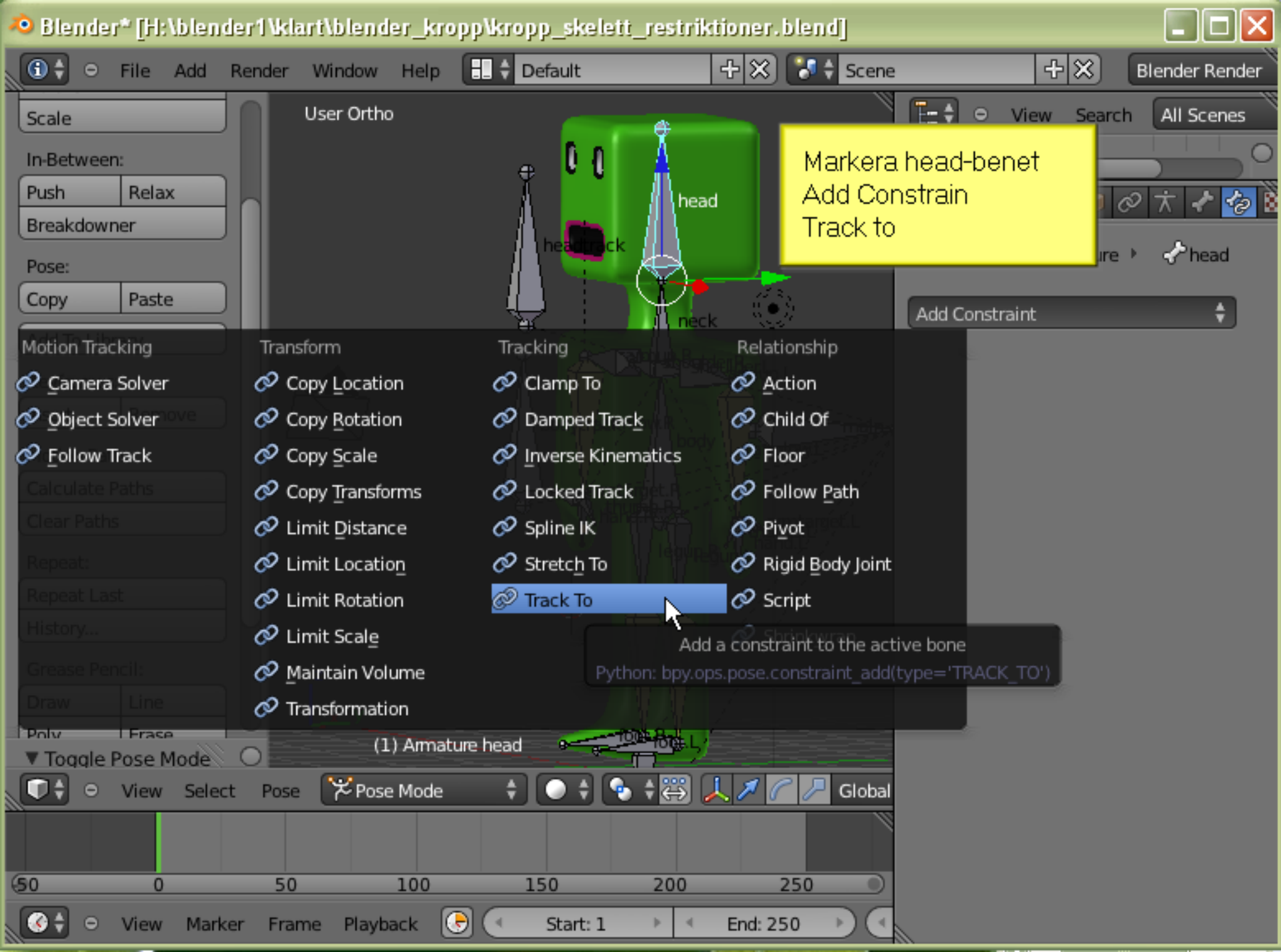

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
User Ortho
neck
armup.R
shoulder.R
shoulder.L
armlow.R
body
armtarget.R
thumb.R
hand.R
legup.R
legup.L
leglow.R
leglow.L
foot.R
foot.L
legtarget.R
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 3.9257
Y: 4.3716
Z: 2.4387
Item
Operator
Pose Mode
Edit Mode
Object Mode
Gå till
Edit Mode
View Search All Scenes
World
Armatu
legtarge
Add Constraint
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

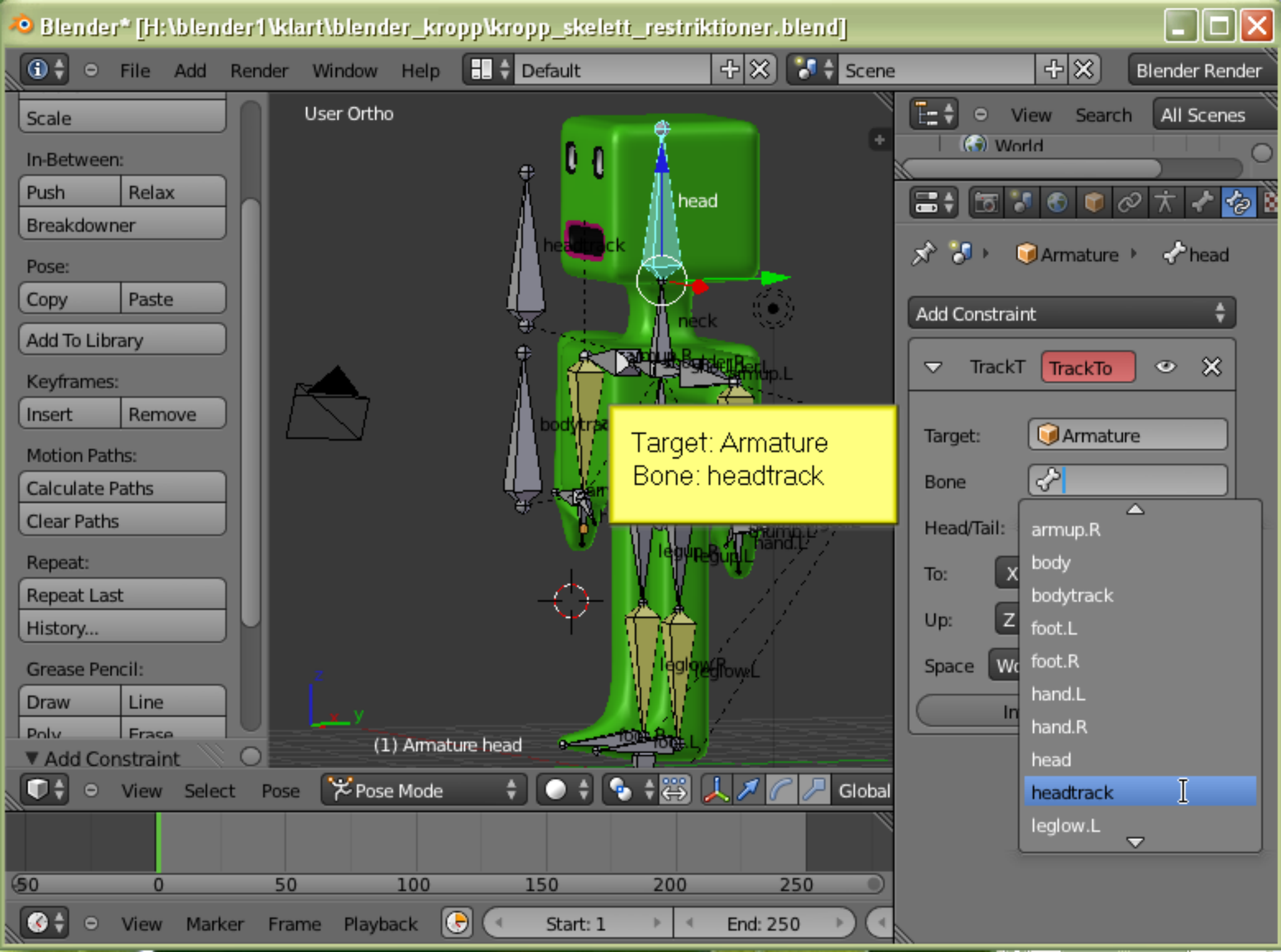

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
User Ortho
neck
body
(1) Armature body
Lock to Cursor
Item
Armature
body
Display
Motion Tracking
View Search All Scenes
World
Armature
Rotation:
Scale:
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature
Edit Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250
Markera
body-benet
duplicera det
med
Duplicate knappen
3-tangenten för att gå till
högervyn och dra benet
framför kroppen.

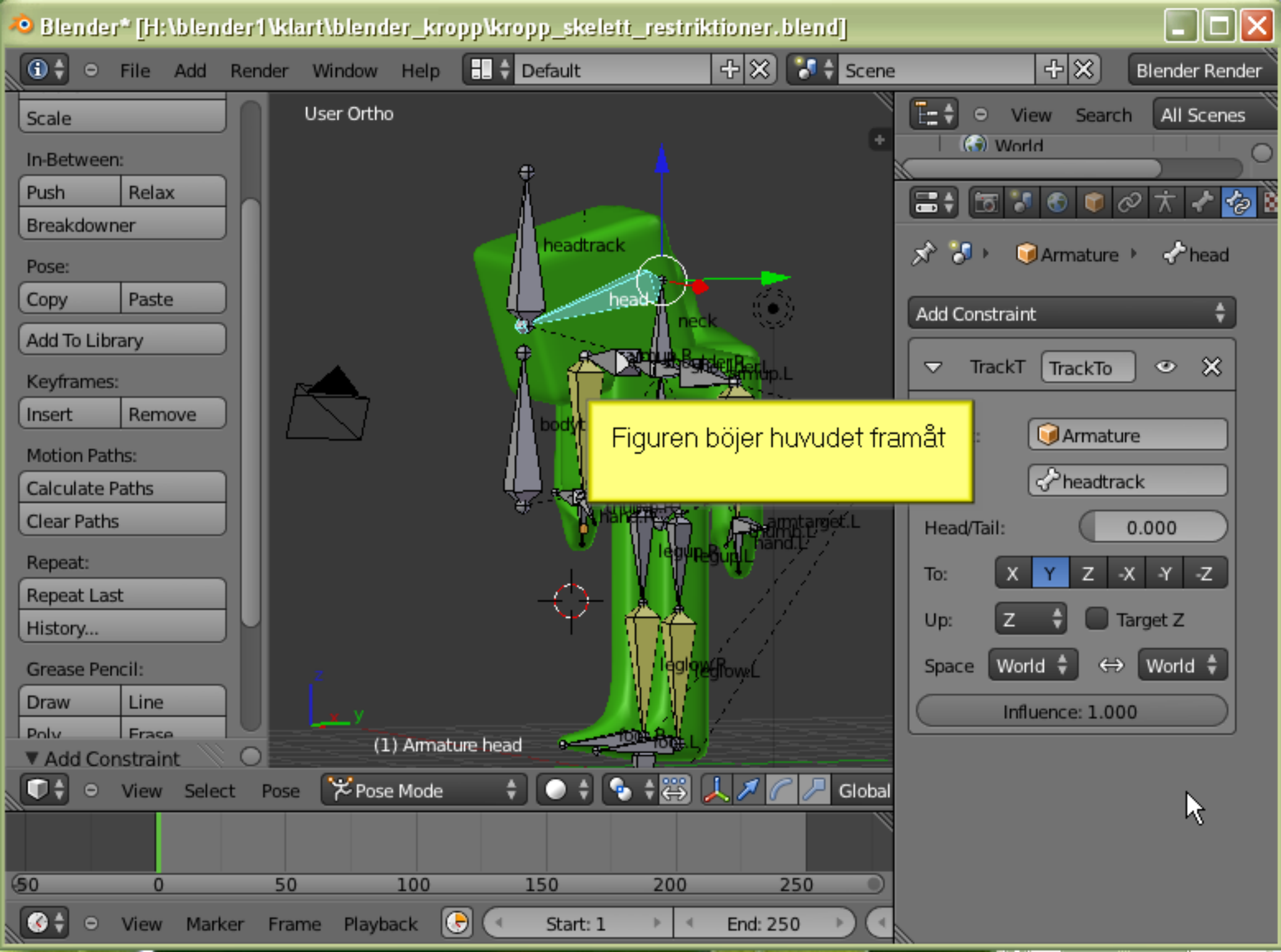

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
Right Ortho
head
headtrack
neck
body.001
legup.R
leglow.R
legtarget.R
(1) Armature headtrack
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
3D Cur
Location:
Z: 6.2376
Item
Armature
headtrack
Display
Motion Tracking
View Search All Scenes
World
Duplicera det nya benet framför kroppen och dra kopian uppåt så att det hamnar framför huvudet.
Döp det till headtrack
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type: Text
Name
Axis
Texture Space
X-Ray
View Select Armature Edit Mode
View Marker Frame Playback
Start: 1
End: 250

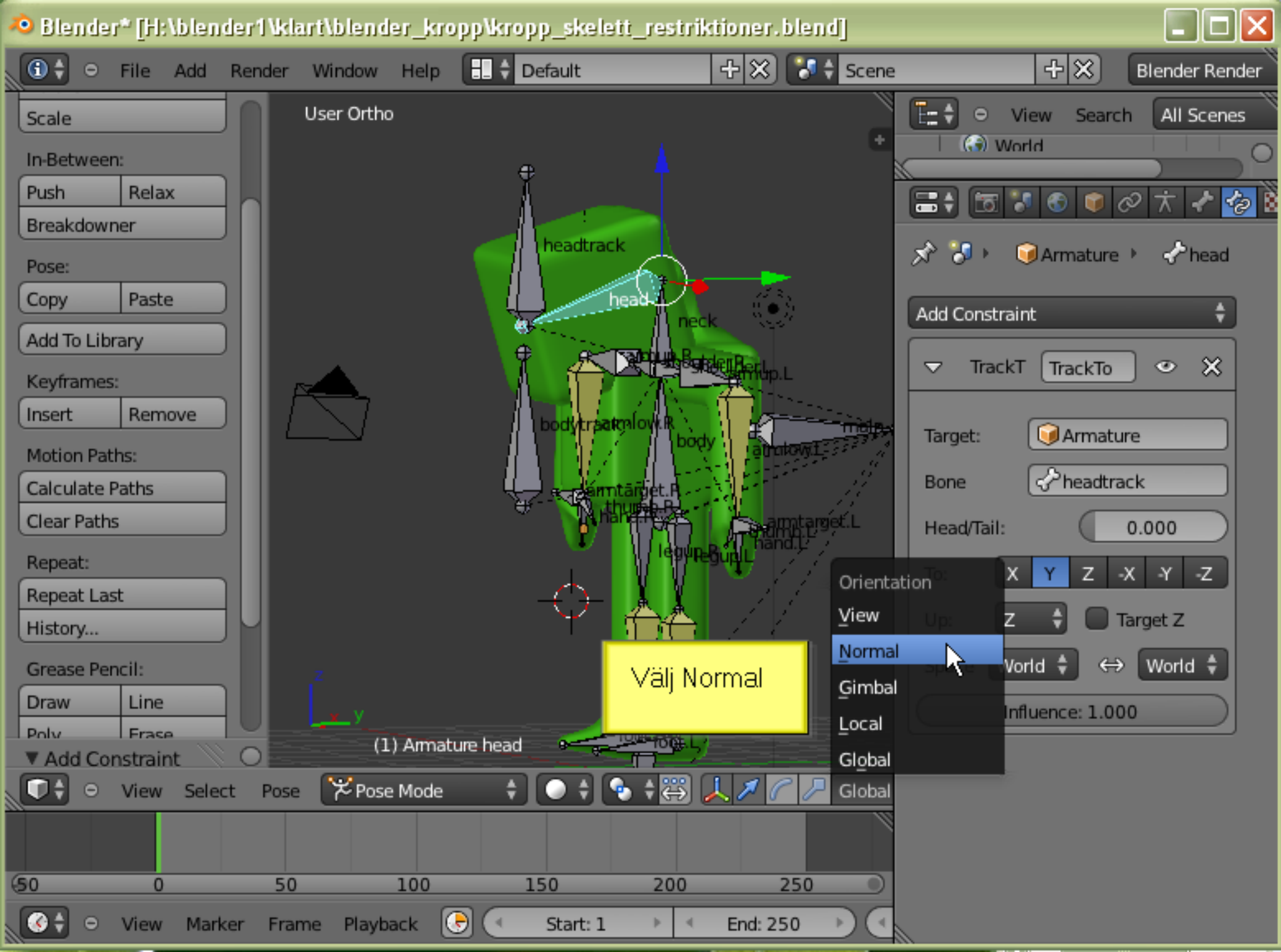

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
Right Ortho
head
headtrack
neck
bodytrack
body
hand.R
legup.R
legtarget.R
(1) Armature bodytrack
Lock to Cursor
Local Camera:
Camera
3D Cursor
Location:
Armature
bodytrack
Display
Motion Tracking
Döp det övre benet till headtrack
Döp det undre benet till bodytrack
View Search All Scenes
World
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type: Text
Name
Axis
Texture Space
X-Ray
View Select Armature Edit Mode
View Marker Frame Playback
Start: 1
End: 250

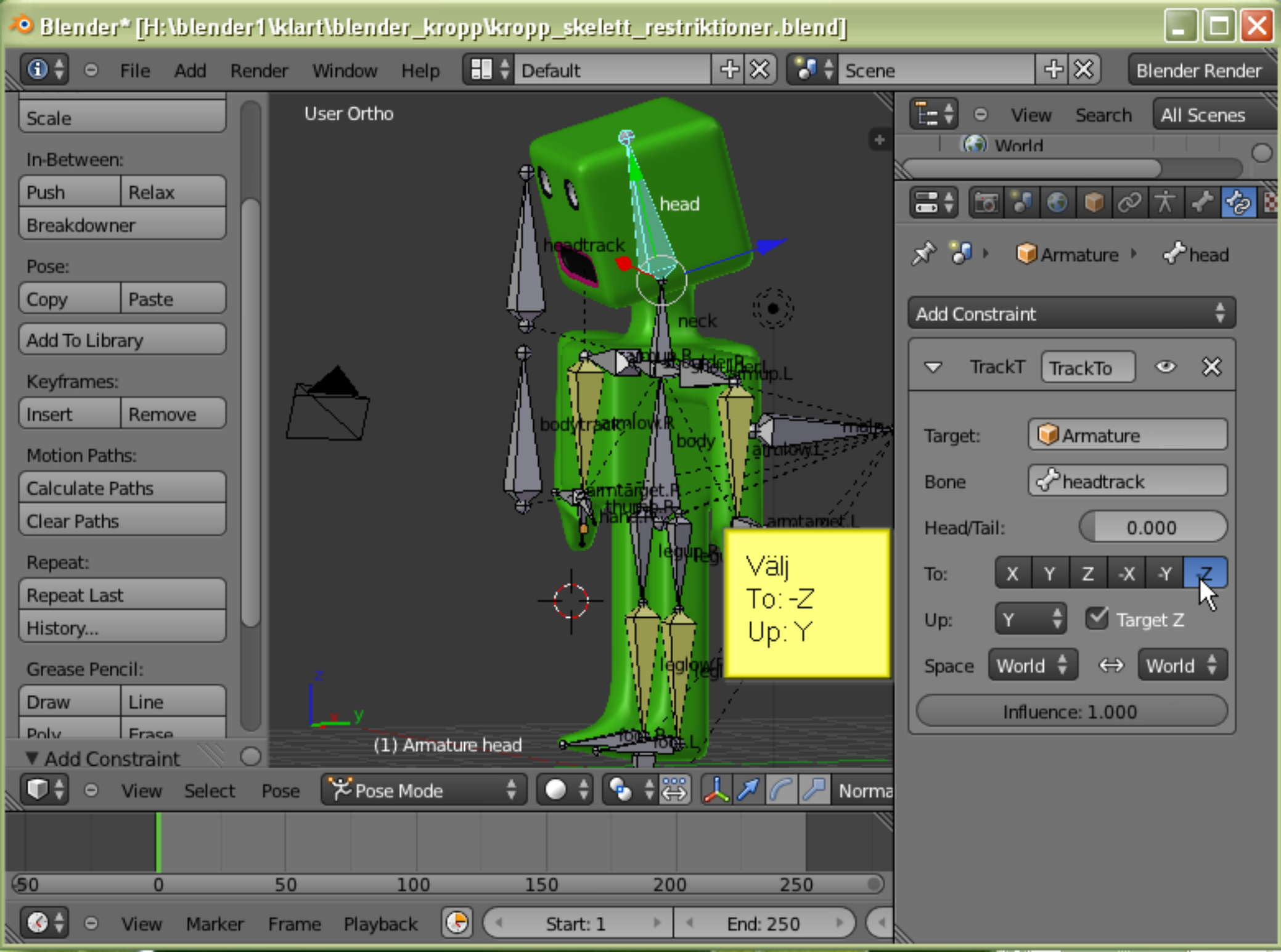

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Right Ortho
head
headtrack
neck
bodytrack
body
hand.R
legup.R
Gå till
Pose Mode
Pose Mode
Edit Mode
Object Mode
Edit Mode
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 0.7267
Y: 1.8547
Z: 6.2376
Item
Armature
bodytrack
Display
Motion Tracking
View Search All Scenes
World
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type:
Text
Bou
Box
Name
Texture Space
Axis
X-Ray
View Select Armature
Edit Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

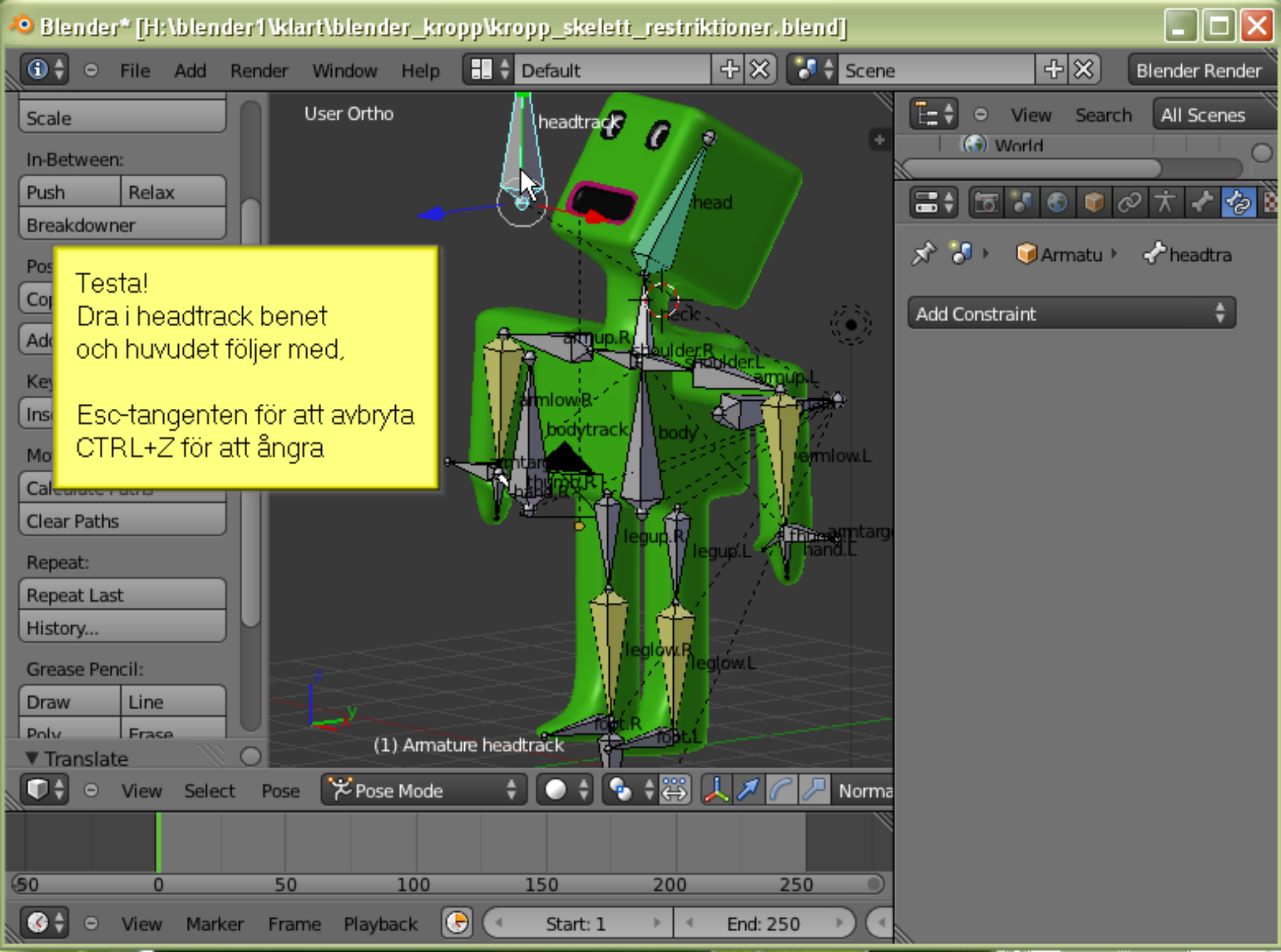

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
head
head track
neck
Markera head-benet
Add Constrain
Track to
View Search All Scenes
head
Add Constraint
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked Track
Spline IK
Stretch To
Track To
Relationship
Action
Child Of
Floor
Follow Path
Pivot
Rigid Body Joint
Script
Add a constraint to the active bone
Python: bpy.ops.pose.constraint_add(type='TRACK_TO')
(1) Armature head
Toggle Pose Mode
View Select Pose
Pose Mode
Global
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

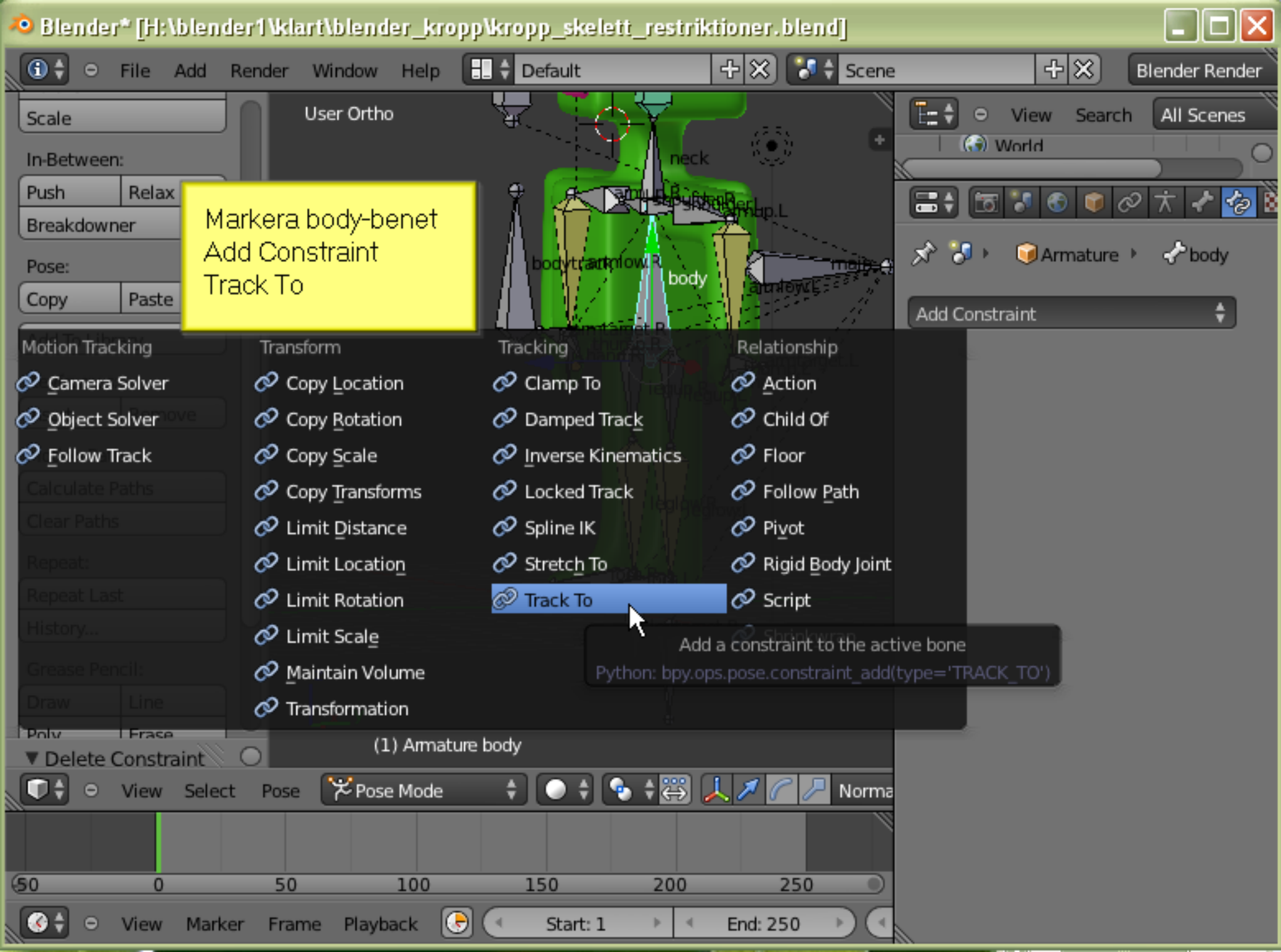

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
User Ortho
head
neck
Target: Armature
Bone: headtrack
(1) Armature head
View Select Pose
Pose Mode
Global
View Search All Scenes
World
Armature
head
Add Constraint
TrackT TrackTo
Target:
Armature
Bone
Head/Tail:
To:
Up:
Space
armup.R
body
bodytrack
foot.L
foot.R
hand.L
hand.R
head
headtrack
leglow.L
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

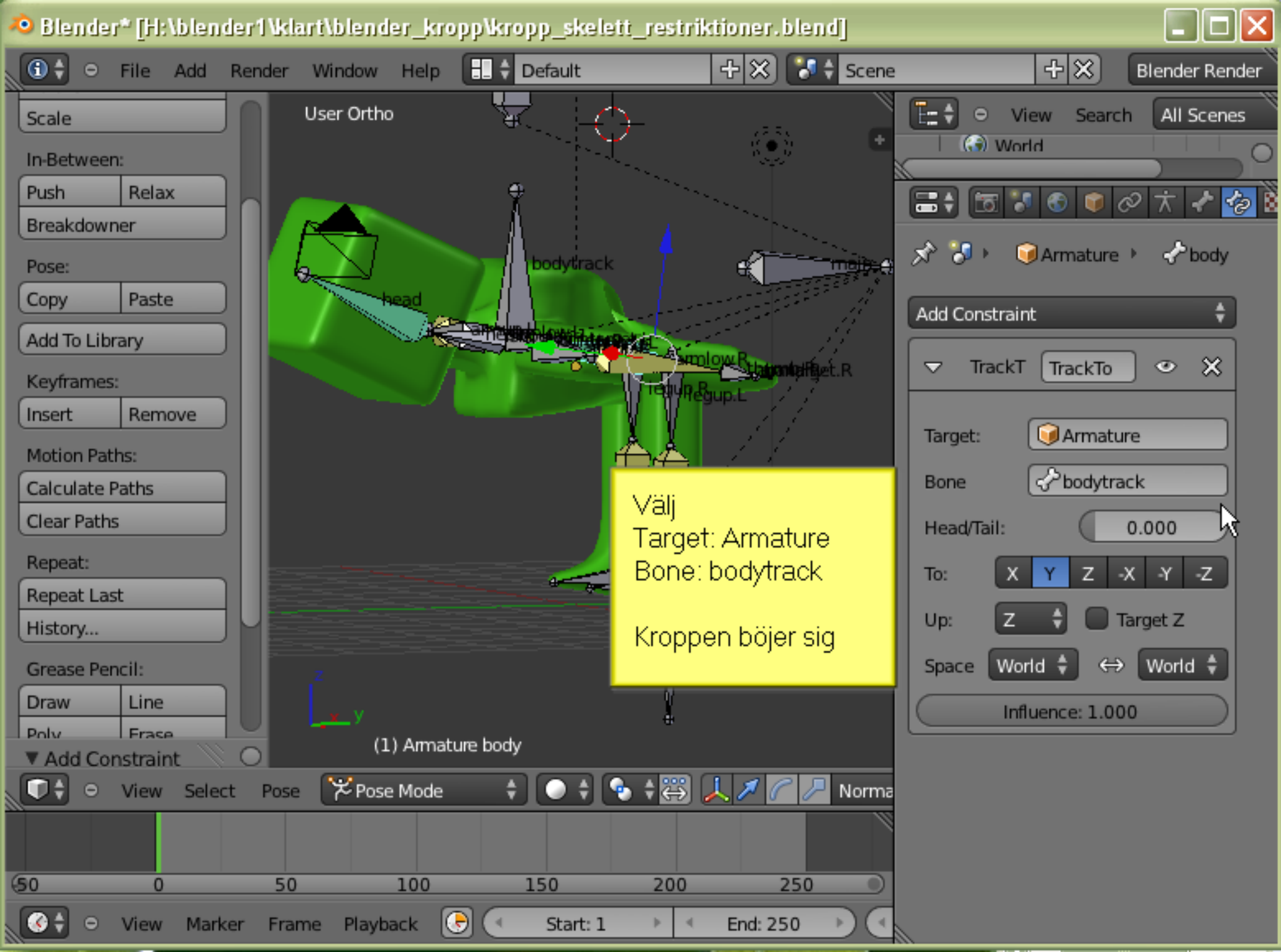

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
headtrack
head
neck
bodyt
Figuren böjer huvudet framåt
(1) Armature head
View Search All Scenes
World
Armature head
Add Constraint
TrackT TrackTo
Armature
headtrack
Head/Tail: 0.000
To: X Y Z -X -Y -Z
Up: Z Target Z
Space World World
Influence: 1.000
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

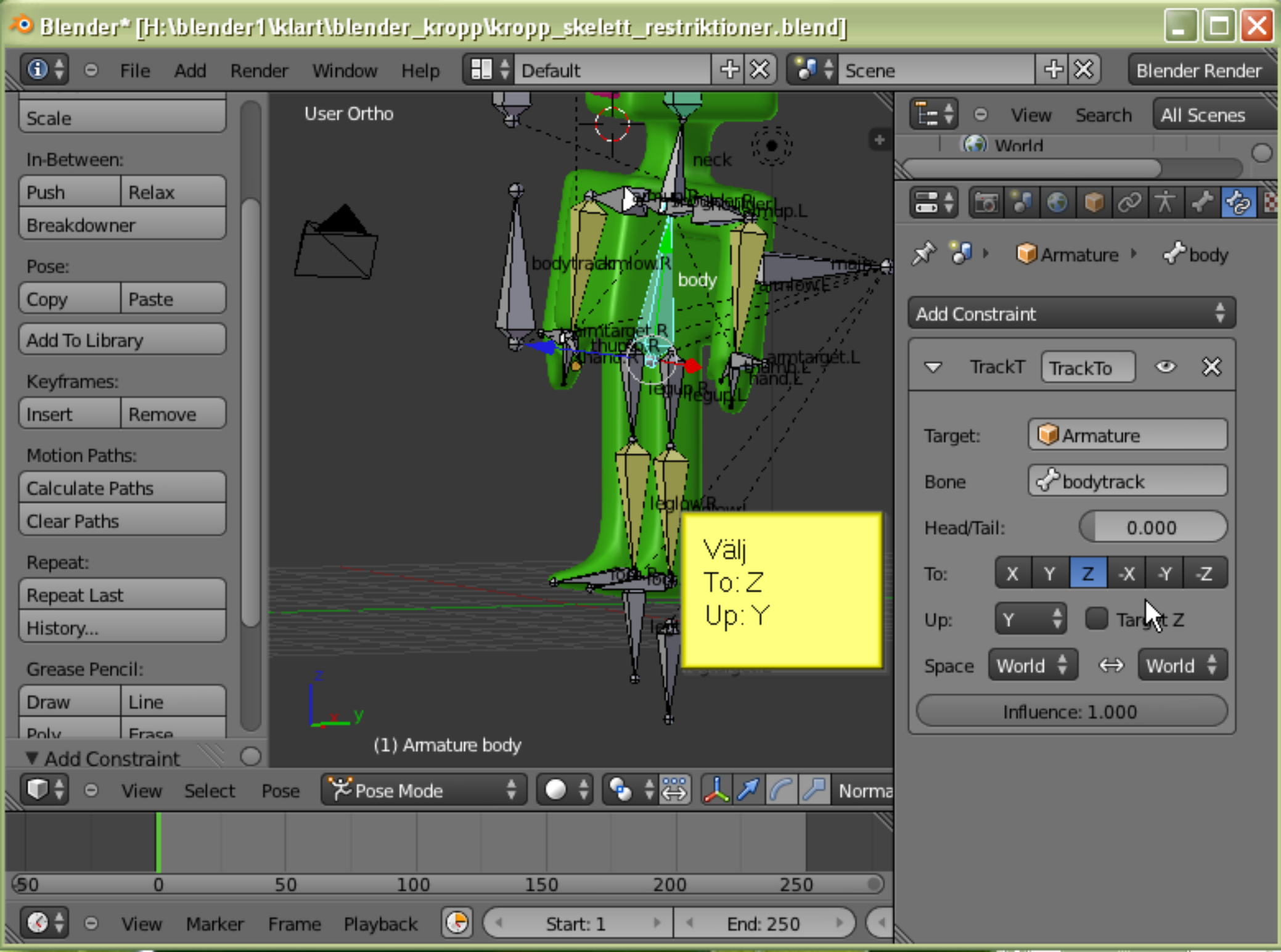

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
headtrack
head
neck
body
(1) Armature head
Välj Normal
View Search All Scenes
World
Armature head
Add Constraint
TrackT TrackTo
Target: Armature
Bone headtrack
Head/Tail: 0.000
To: X Y Z -X -Y -Z
Up: Z
Target Z
World World
Influence: 1.000
Orientation
View
Normal
Gimbal
Local
Global
View Select Pose
Pose Mode
Global
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

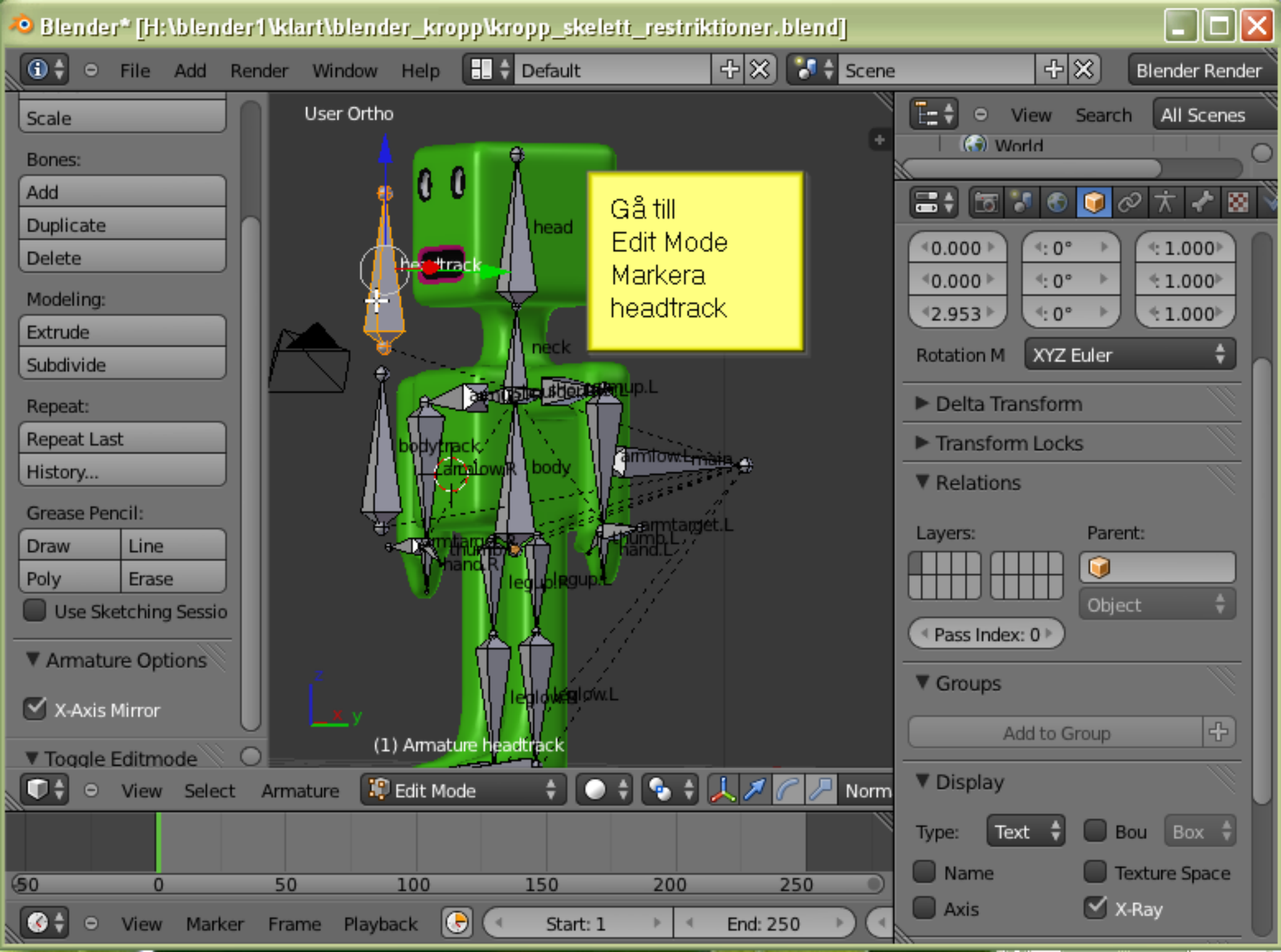

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
head
headtrack
neck
body
Välj
To: -Z
Up: Y
(1) Armature head
View Search All Scenes
World
Armature head
Add Constraint
TrackT TrackTo
Target: Armature
Bone headtrack
Head/Tail: 0.000
To: X Y Z -X -Y -Z
Up: Y Target Z
Space World World
Influence: 1.000
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
View Select Pose
Pose Mode
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

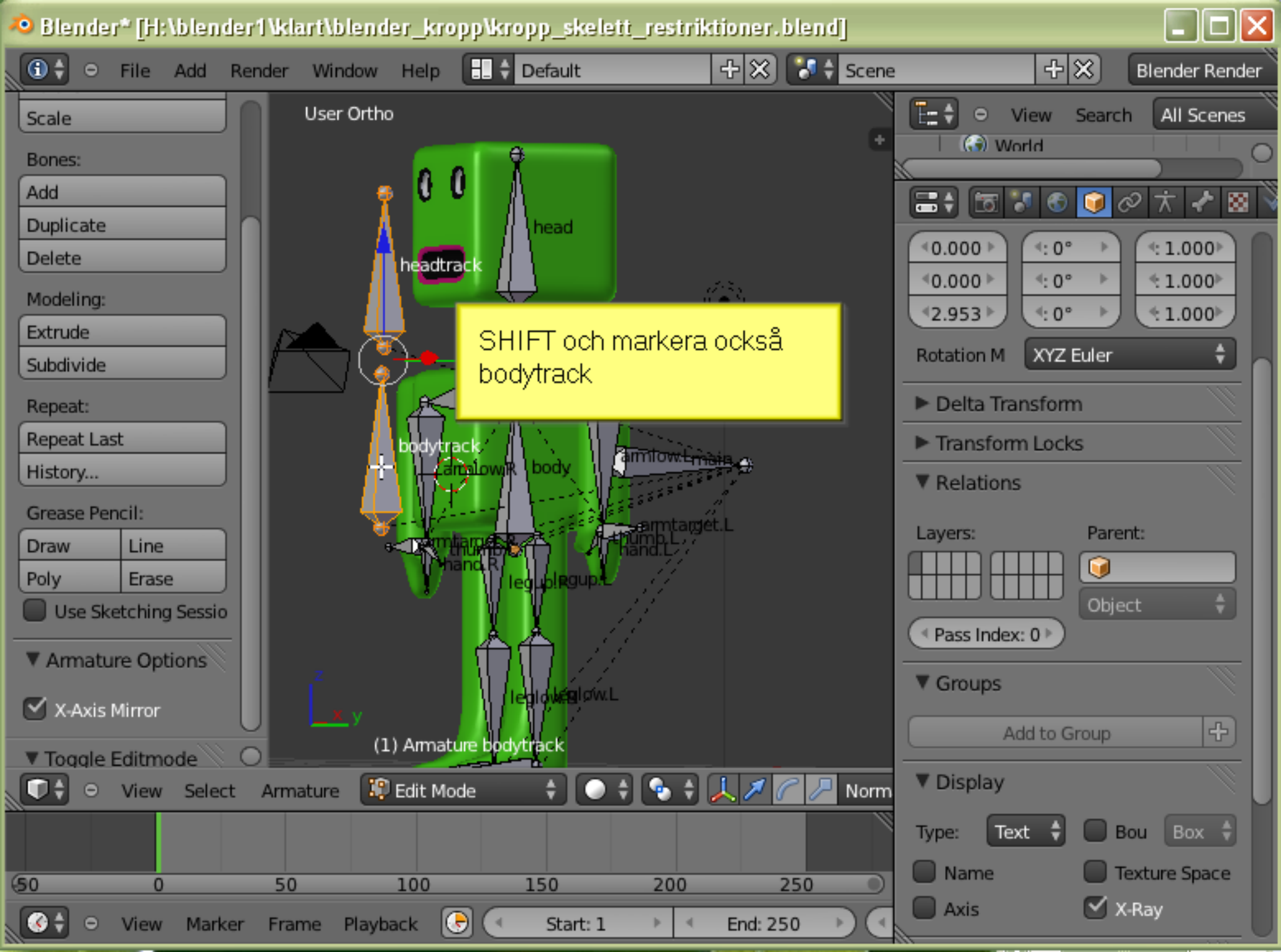

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
headtrack
head
Testa!
Dra i headtrack benet
och huvudet följer med,
Esc-tangenten för att avbryta
CTRL+Z för att ångra
Scale
In-Between:
Push Relax
Breakdowner
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
(1) Armature headtrack
View Search All Scenes
World
Armatu
headtra
Add Constraint
View Select Pose
Pose Mode
View Marker Frame Playback
Start: 1
End: 250
-50 0 50 100 150 200 250

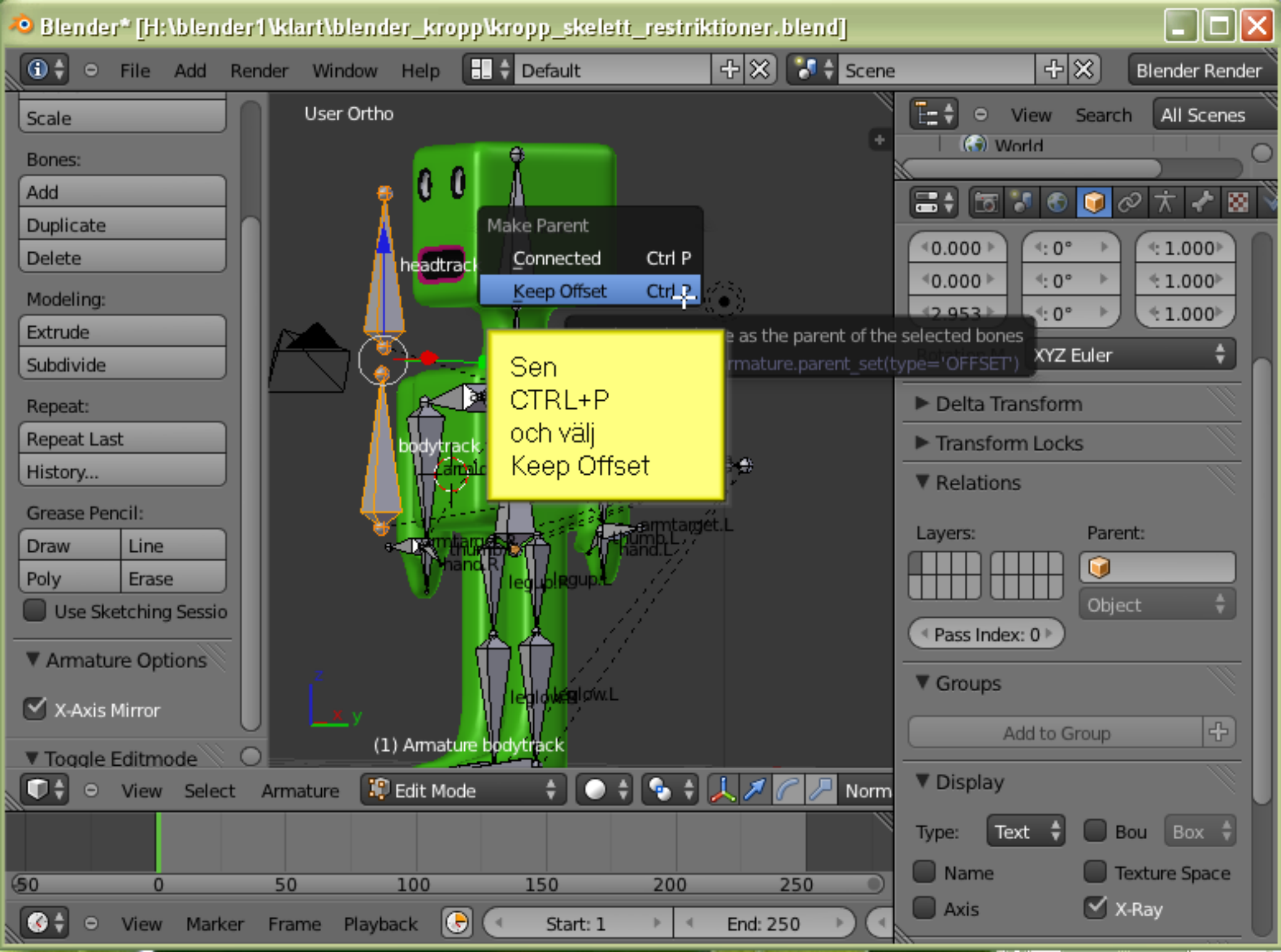

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Markera body-benet
Add Constraint
Track To
neck
body
View Search All Scenes
World
Armature body
Add Constraint
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked Track
Spline IK
Stretch To
Track To
Relationship
Action
Child Of
Floor
Follow Path
Pivot
Rigid Body Joint
Script
Add a constraint to the active bone
Python: bpy.ops.pose.constraint_add(type='TRACK_TO')
(1) Armature body
Delete Constraint
View Select Pose
Pose Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

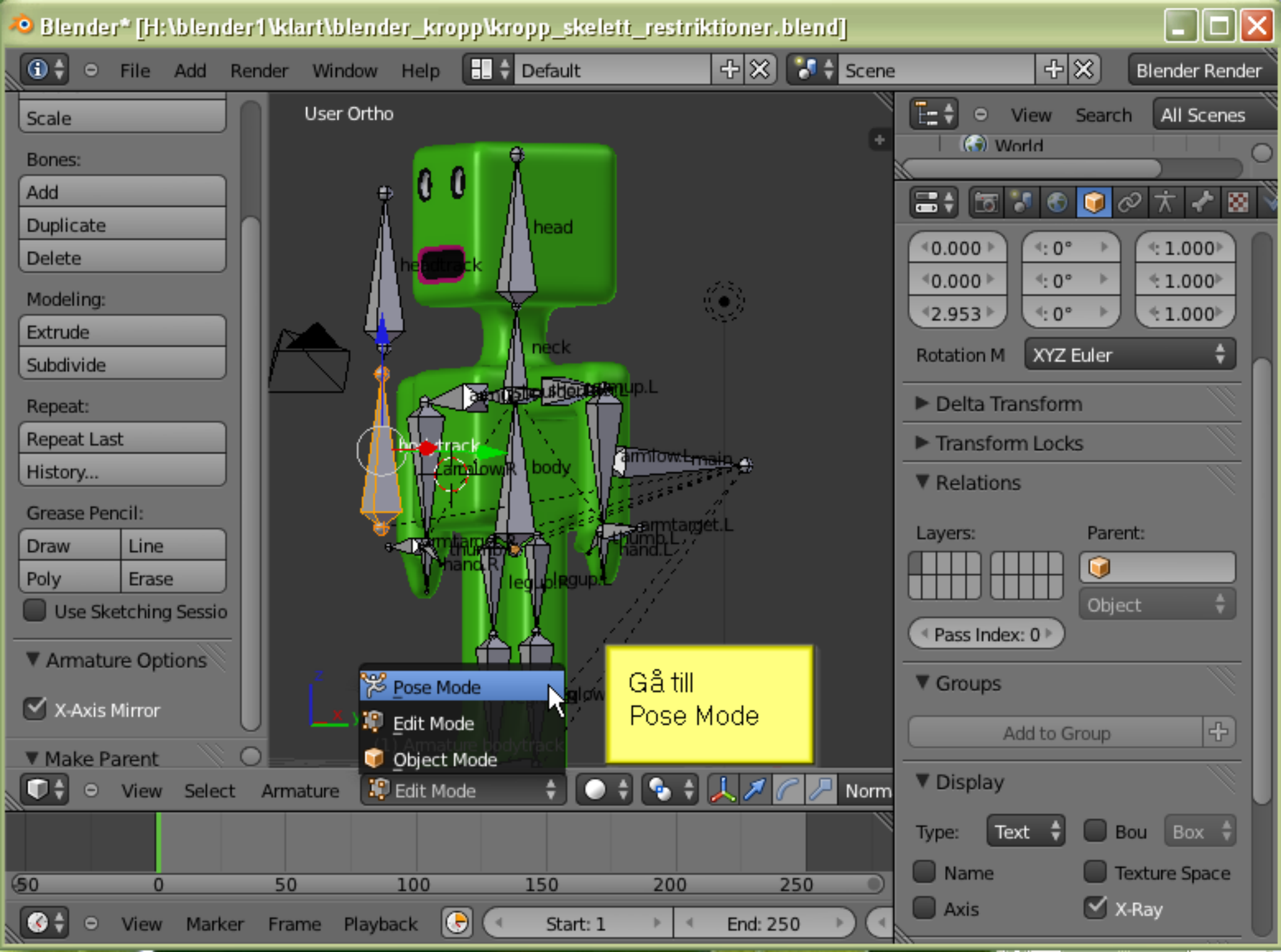

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
User Ortho
bodytrack
head
Välj
Target: Armature
Bone: bodytrack
Kroppen böjer sig
(1) Armature body
View Search All Scenes
World
Armature body
Add Constraint
TrackT TrackTo
Target: Armature
Bone bodytrack
Head/Tail: 0.000
To: X Y Z -X -Y -Z
Up: Z Target Z
Space World World
Influence: 1.000
View Select Pose Pose Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1 End: 250

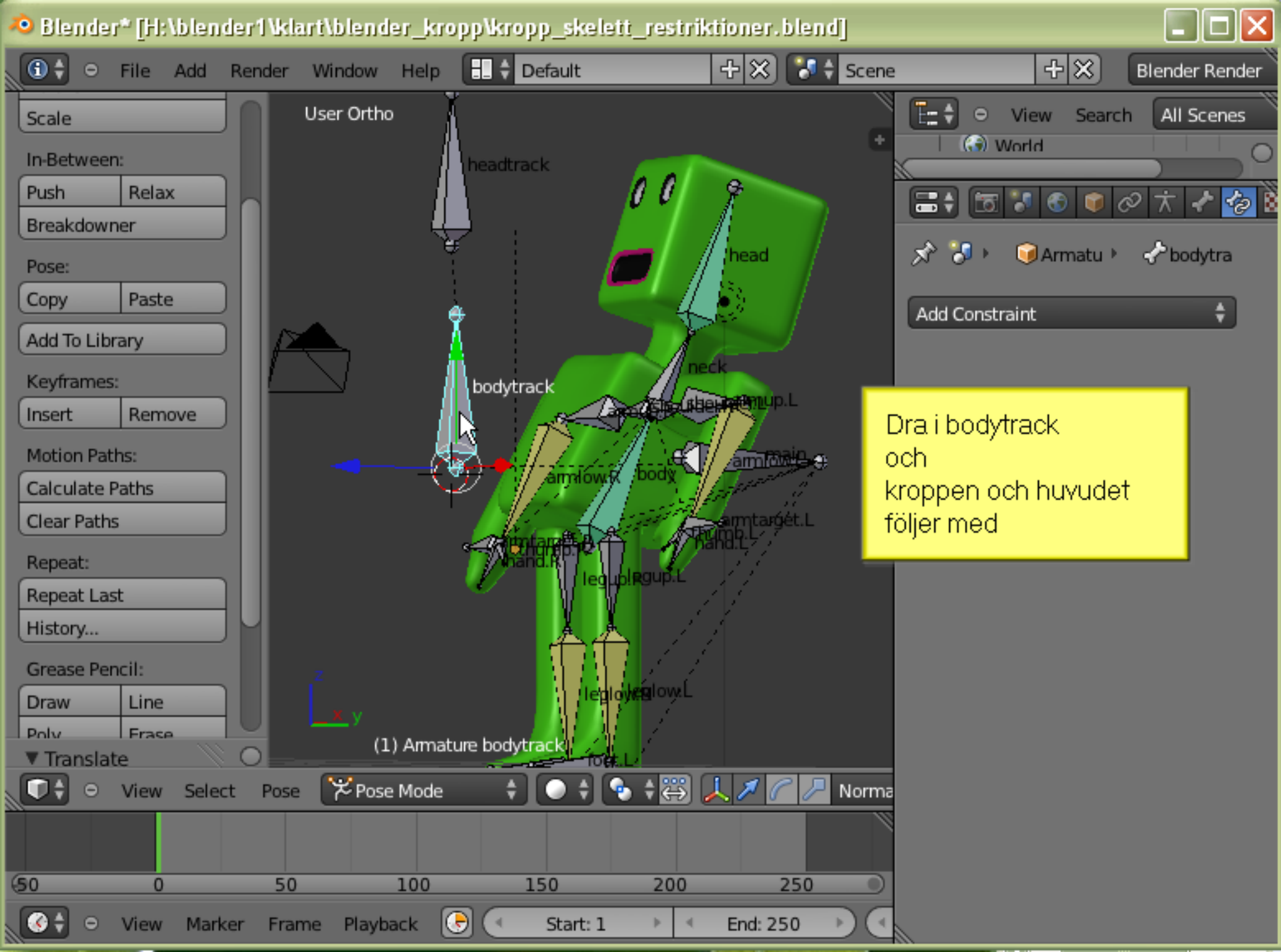

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Constraint
User Ortho
neck
body
Välj
To: Z
Up: Y
(1) Armature body
View Search All Scenes
World
Armature
body
Add Constraint
TrackT TrackTo
Target: Armature
Bone bodytrack
Head/Tail: 0.000
To: X Y Z -X -Y -Z
Up: Y
Space World World
Influence: 1.000
View Select Pose
Pose Mode
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

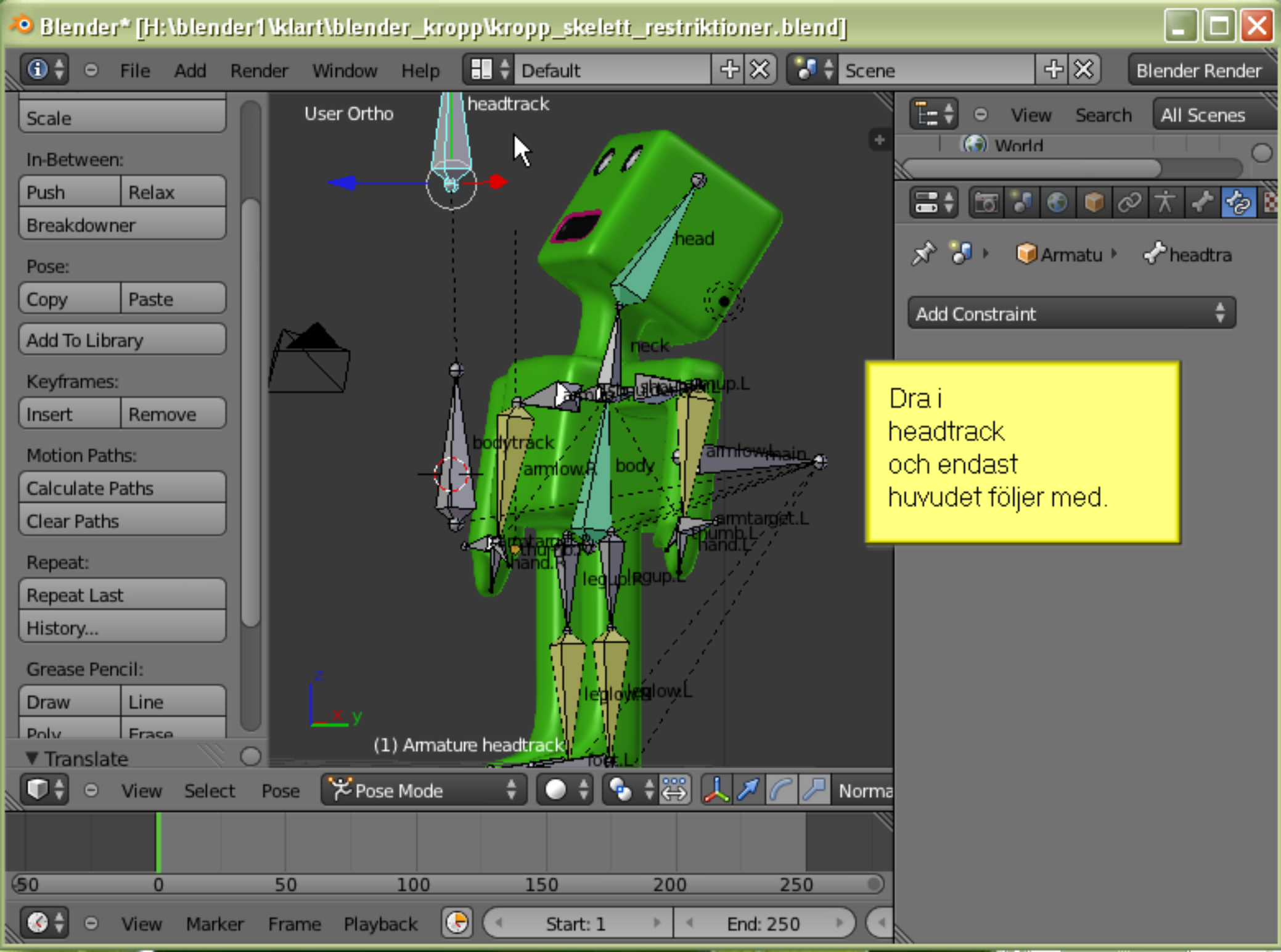

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Gå till
Edit Mode
Markera
headtrack
head
neck
body
bodytrack
(1) Armature headtrack
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
View Search All Scenes
World
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type:
Text
Name
Axis
Texture Space
X-Ray
View Select Armature
Edit Mode
Norm
View Marker Frame Playback
Start: 1
End: 250

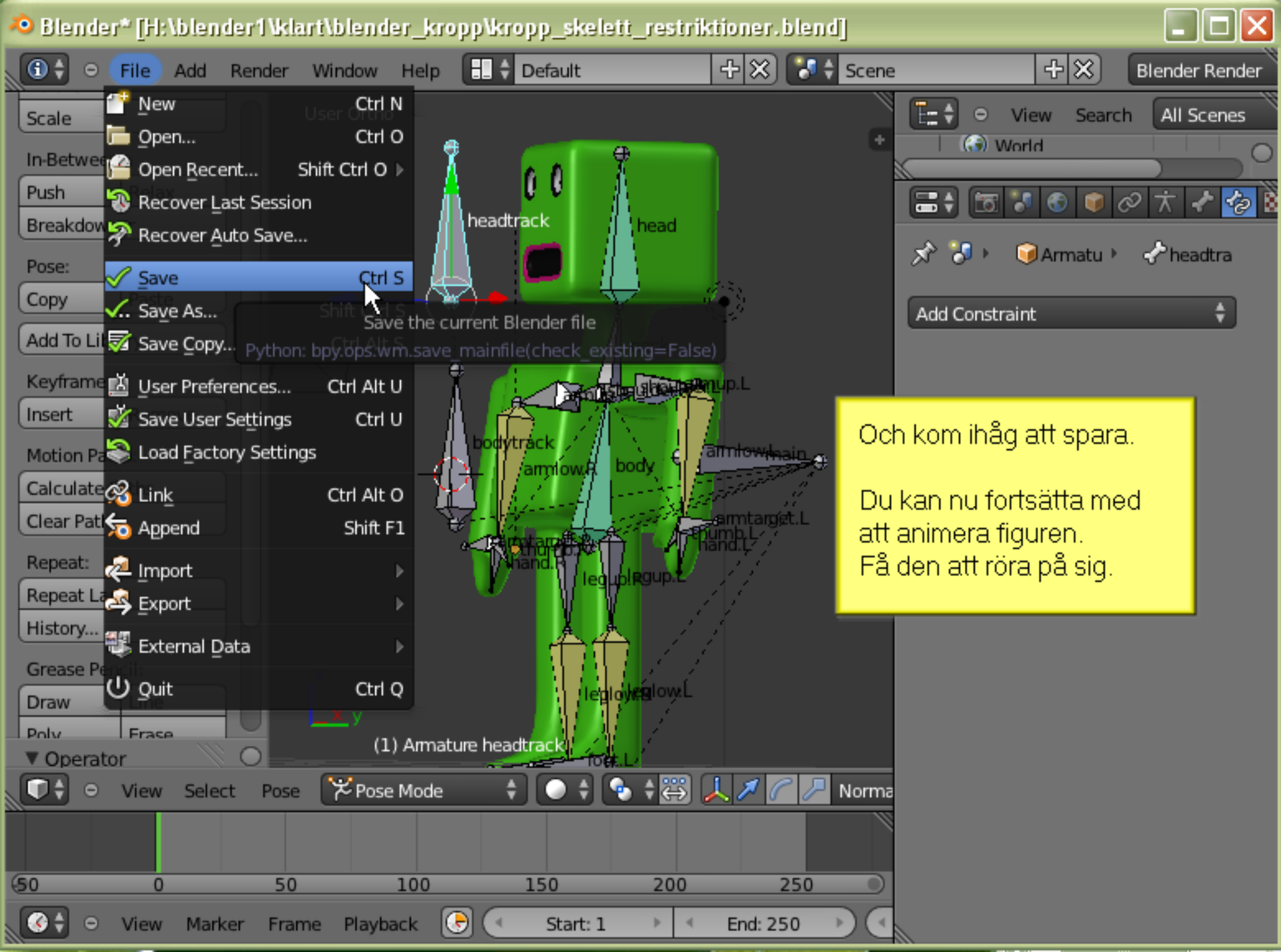

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
head
headtrack
bodytrack
body
SHIFT och markera också bodytrack
(1) Armature bodytrack
View Search All Scenes
World
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type: Text
Bou
Box
Name
Texture Space
Axis
X-Ray
View Select Armature
Edit Mode
Norm
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

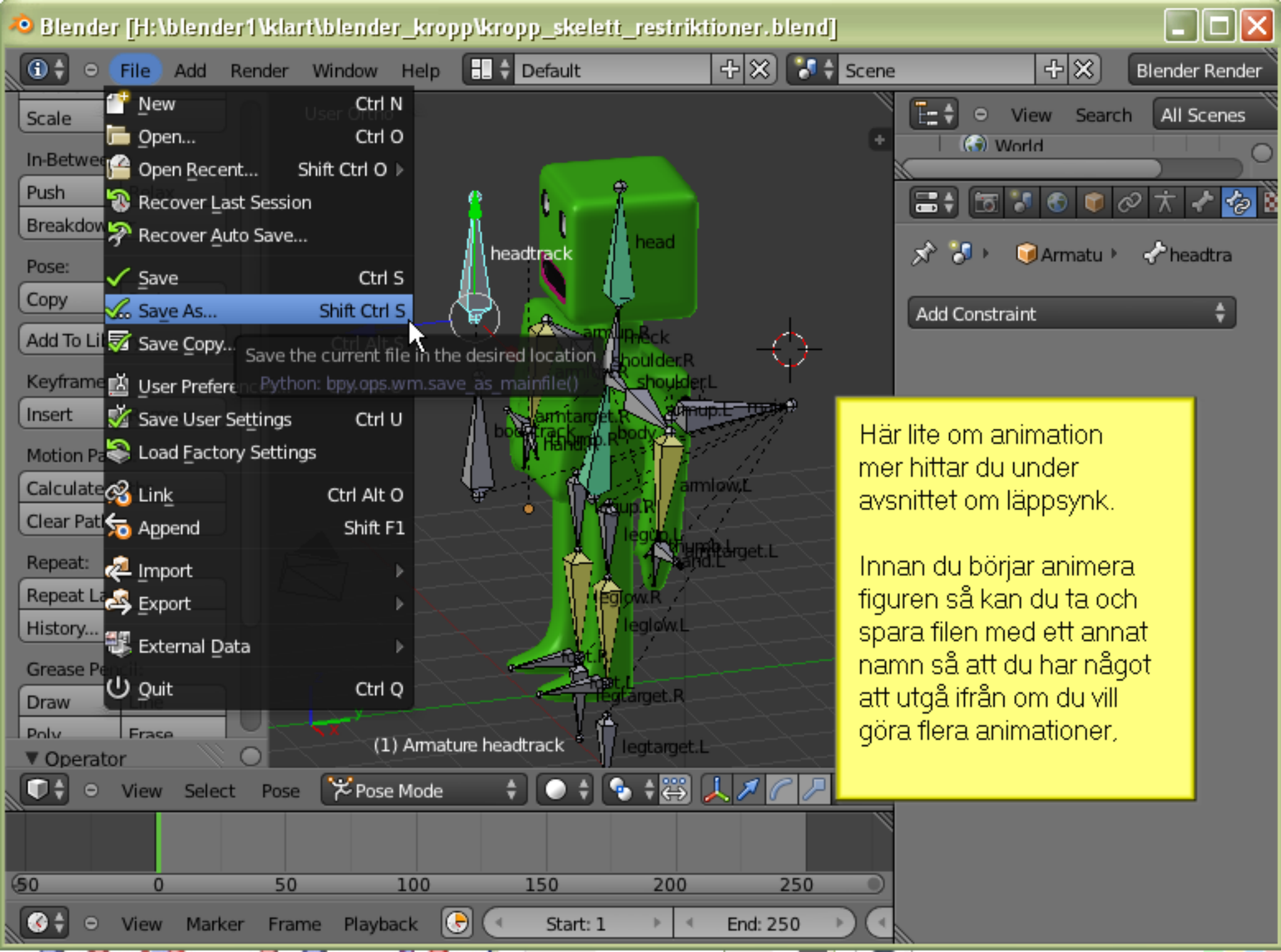

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Make Parent
Connected Ctrl P
Keep Offset Ctrl P
Sen
CTRL+P
och välj
Keep Offset
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
View Search All Scenes
World
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type: Text
Name
Axis
Texture Space
X-Ray
(1) Armature bodytrack
View Select Armature
Edit Mode
View Marker Frame Playback
Start: 1
End: 250

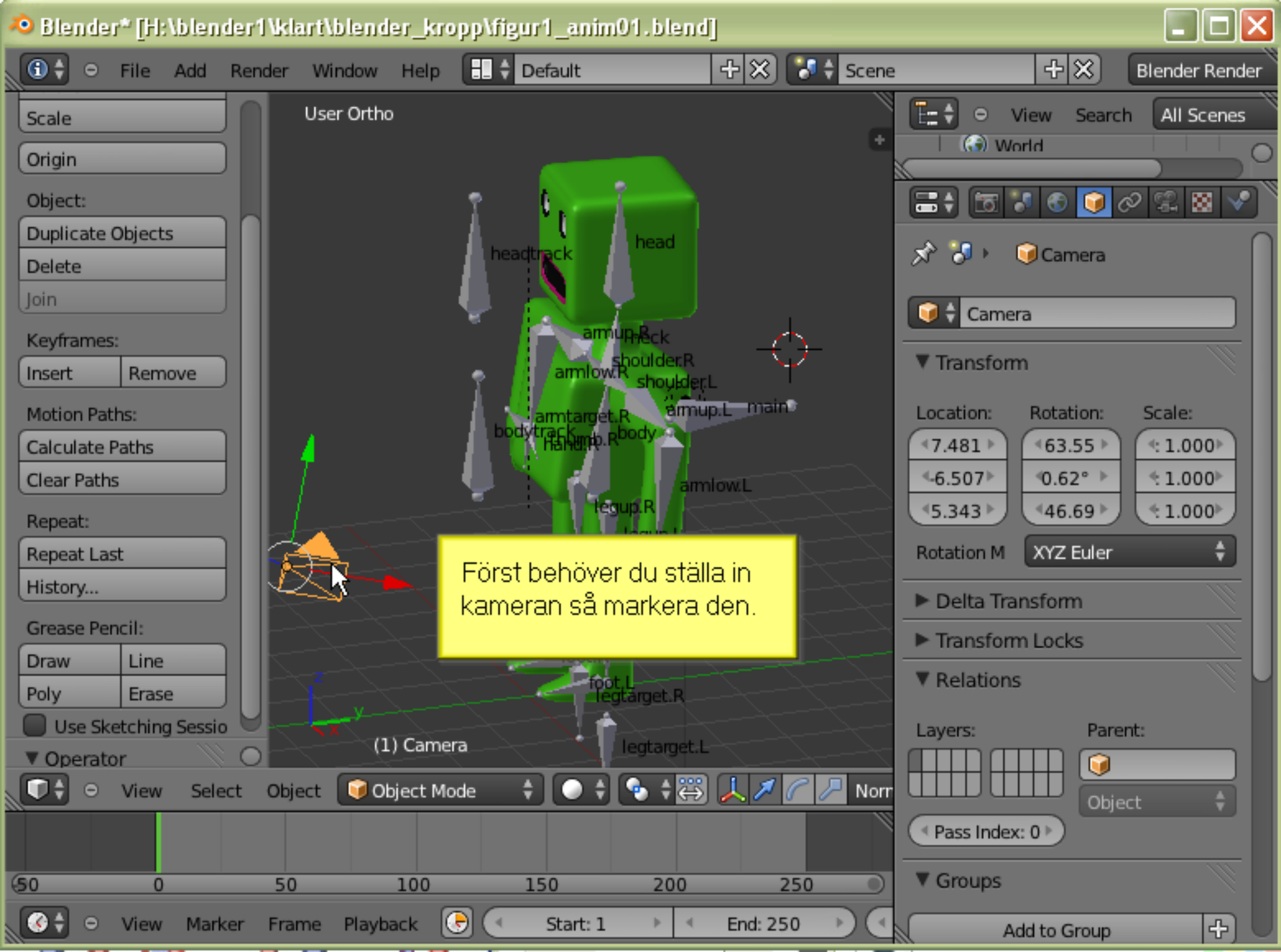

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Make Parent
head
neck
body
Pose Mode
Edit Mode
Object Mode
Gå till
Pose Mode
View Select Armature
Edit Mode
View Search All Scenes
World
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
Display
Type: Text
Name
Axis
Texture Space
X-Ray
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

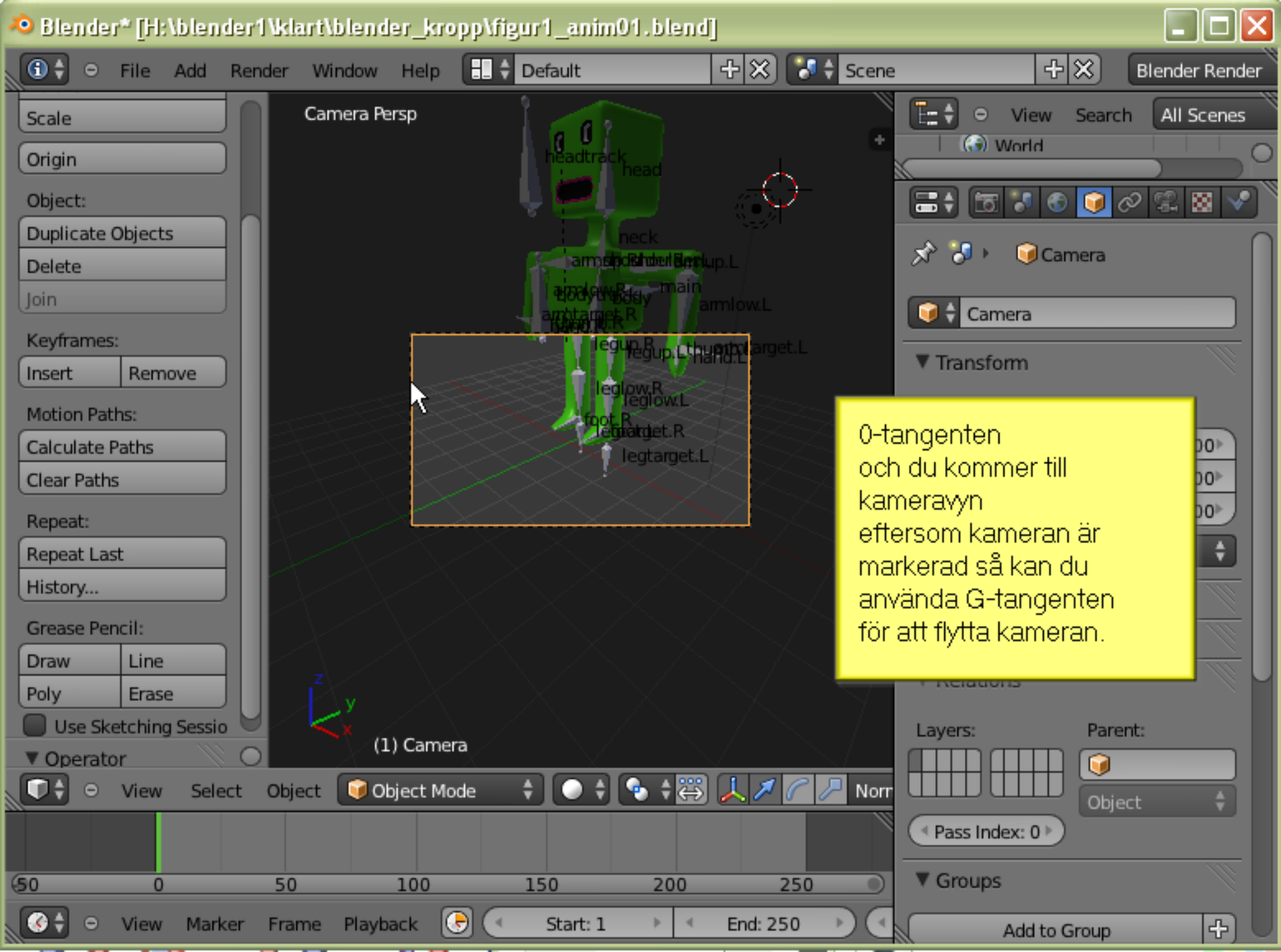

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
User Ortho
headtrack
bodytrack
head
neck
body
(1) Armature bodytrack
View Search All Scenes
World
Armatu
bodytra
Add Constraint
Dra i bodytrack
och
kroppen och huvudet
följer med
View Select Pose
Pose Mode
View Marker Frame Playback
Start: 1
End: 250
50 0 50 100 150 200 250

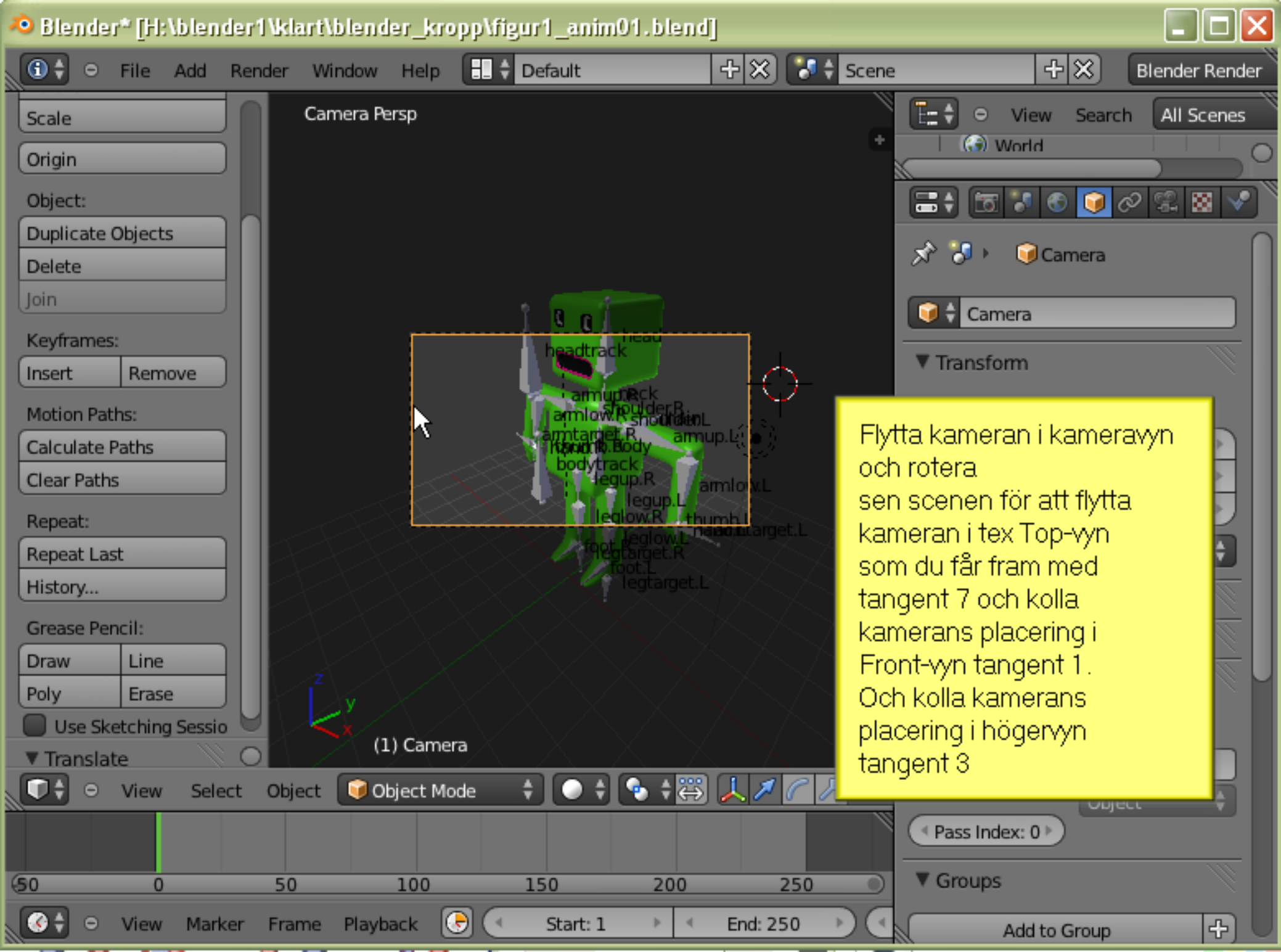

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Translate
User Ortho
headtrack
head
neck
bodytrack
body
(1) Armature headtrack
View Search All Scenes
World
Armatu
headtra
Add Constraint
Dra i
headtrack
och endast
huvudet följer med.
View Select Pose
Pose Mode
View Marker Frame Playback
Start: 1
End: 250
50 0 50 100 150 200 250

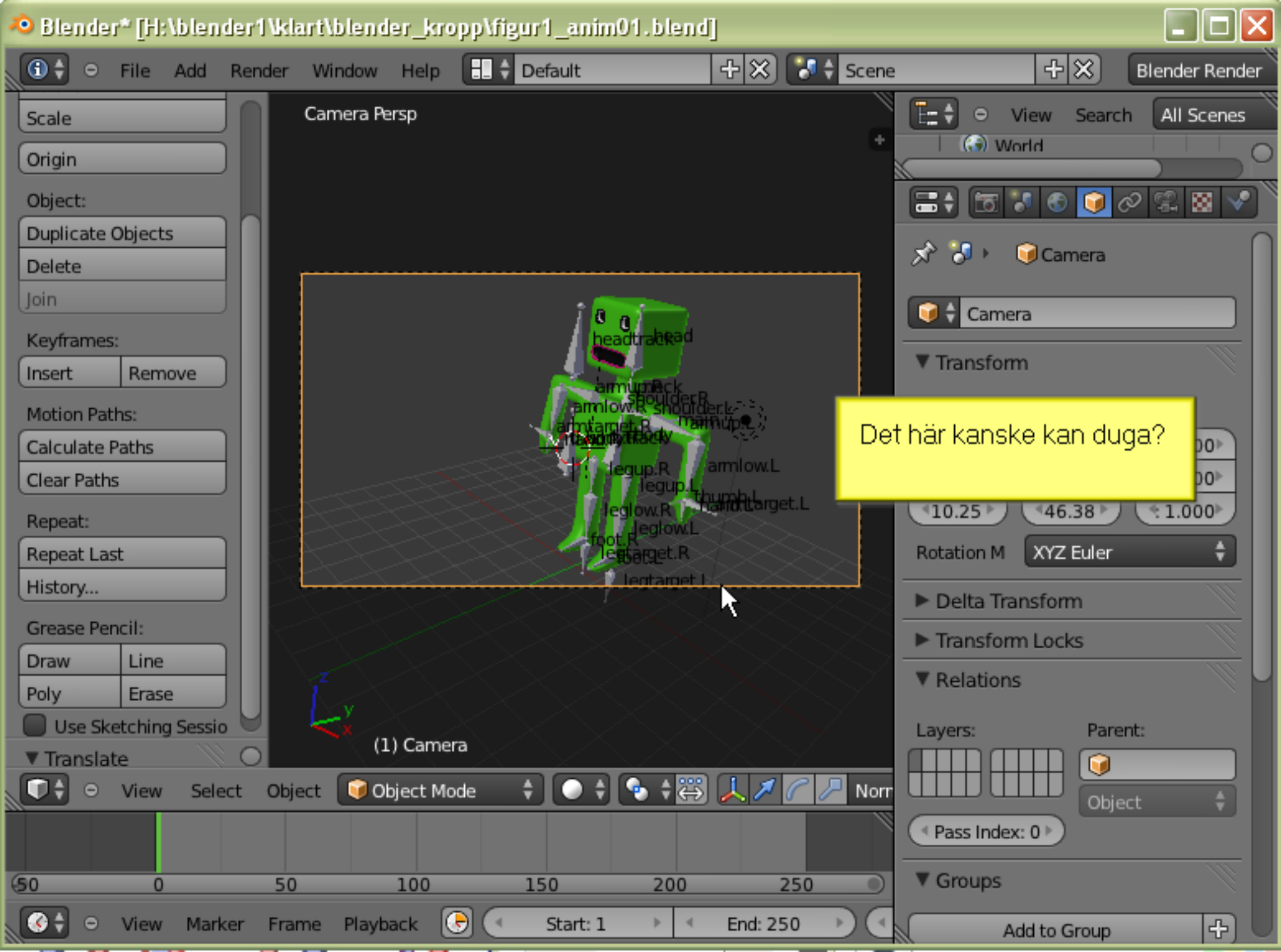

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
New Ctrl N
Open... Ctrl O
Open Recent... Shift Ctrl O
Recover Last Session
Recover Auto Save...
Save Ctrl S
Save As...
Save Copy...
User Preferences... Ctrl Alt U
Save User Settings Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Quit Ctrl Q
Save the current Blender file
Python: bpy.ops.wm.save_mainfile(check_existing=False)
headtrack
head
bodytrack
body
(1) Armature headtrack
View
Search
All Scenes
World
Armatu
headtra
Add Constraint
Och kom ihåg att spara.
Du kan nu fortsätta med att animera figuren.
Få den att röra på sig.
View
Select
Pose
Pose Mode
Operator
View
Marker
Frame
Playback
Start: 1
End: 250

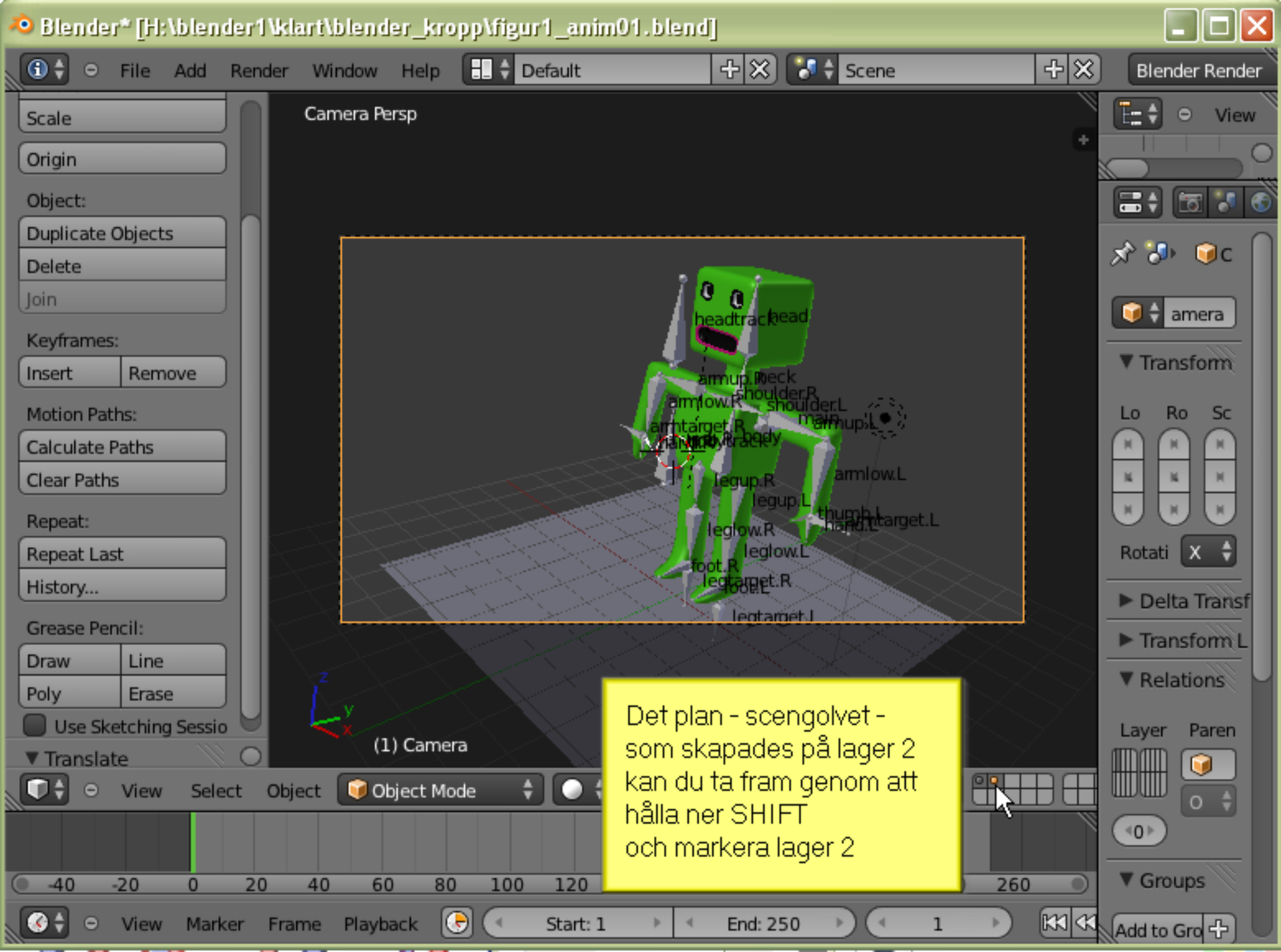

Blender [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
New Ctrl N
Open... Ctrl O
Open Recent... Shift Ctrl O
Recover Last Session
Recover Auto Save...
Save Ctrl S
Save As... Shift Ctrl S
Save Copy...
Save the current file in the desired location
Python: bpy.ops.wm.save_as_mainfile()
User Prefere
Save User Settings Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Quit Ctrl Q
headtrack
head
(1) Armature headtrack
Add Constraint
Här lite om animation mer hittar du under avsnittet om läppsynk.
Innan du börjar animera figuren så kan du ta och spara filen med ett annat namn så att du har något att utgå ifrån om du vill göra flera animationer,
Pose Mode
Start: 1
End: 250

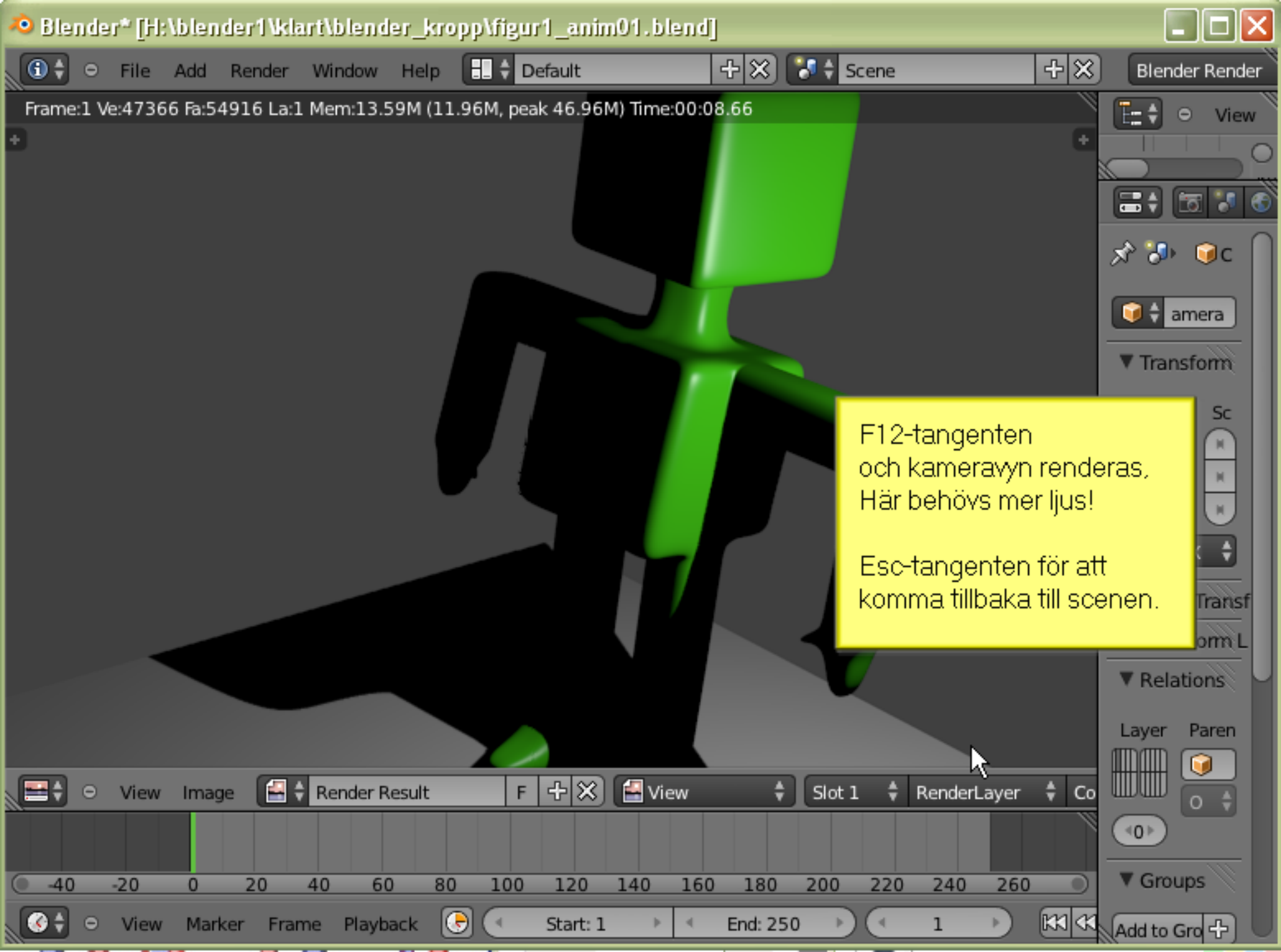

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Operator
head
headtrack
armup.R
neck
shoulder.R
armlow.R
shoulder.L
armup.L
main
armtarget.R
bodytrack
body
armlow.L
legup.R
foot.L
legtarget.R
legtarget.L
Först behöver du ställa in kameran så markera den.
(1) Camera
View Select Object
Object Mode
Norr
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250
View Search All Scenes
World
Camera
Camera
Transform
Location: Rotation: Scale:
7.481 63.55 1.000
-6.507 0.62° 1.000
5.343 46.69 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group

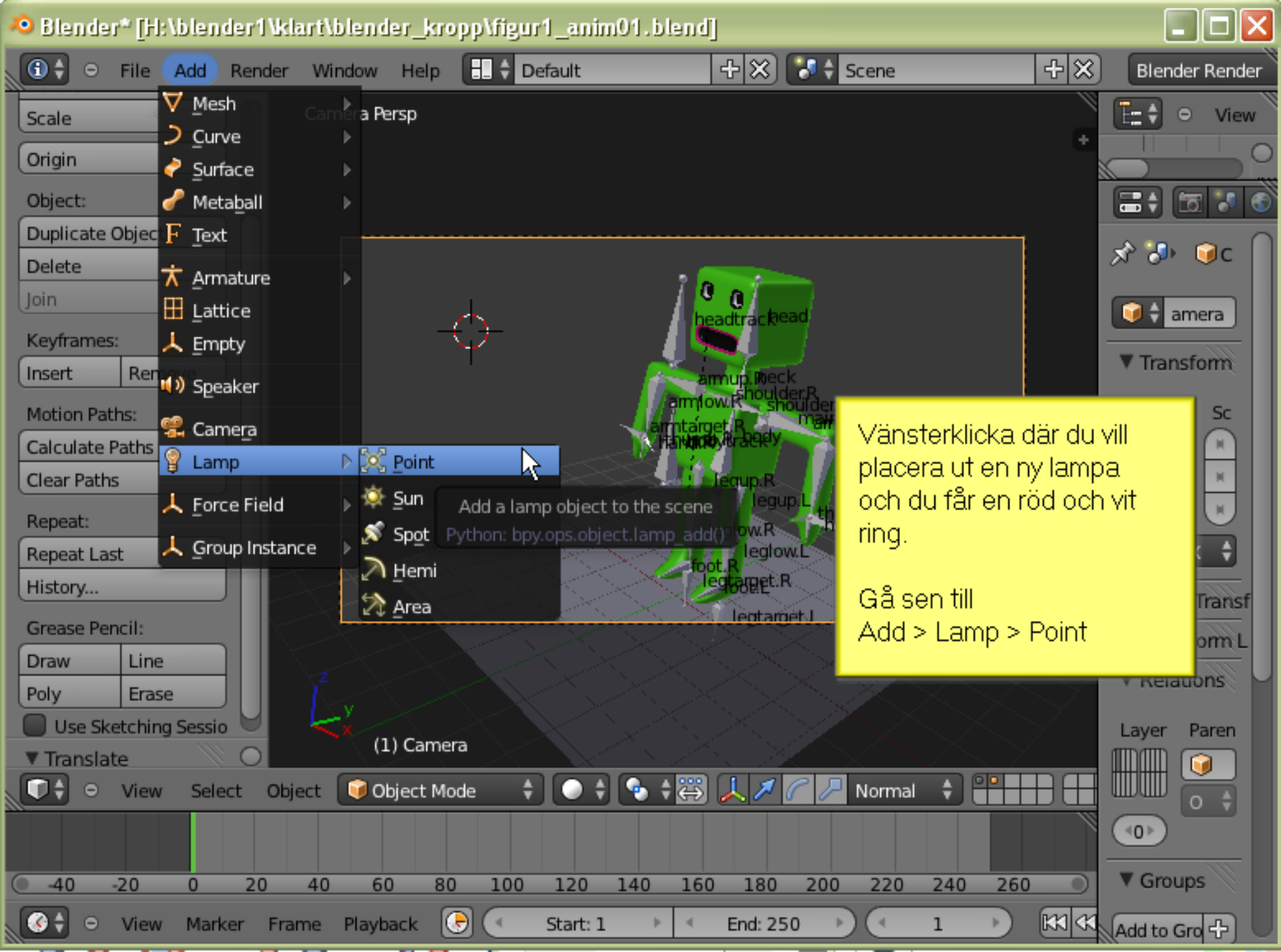

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Operator
headtrack
head
neck
main
armlow.L
legup.R
legup.L
hand.L
leglow.R
leglow.L
foot.R
legtarget.R
legtarget.L
(1) Camera
View Search All Scenes
World
Camera
Camera
Transform
0-tangenten
och du kommer till
kameravyn
eftersom kameran är
markerad så kan du
använda G-tangenten
för att flytta kameran.
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Object
Object Mode
Norr
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

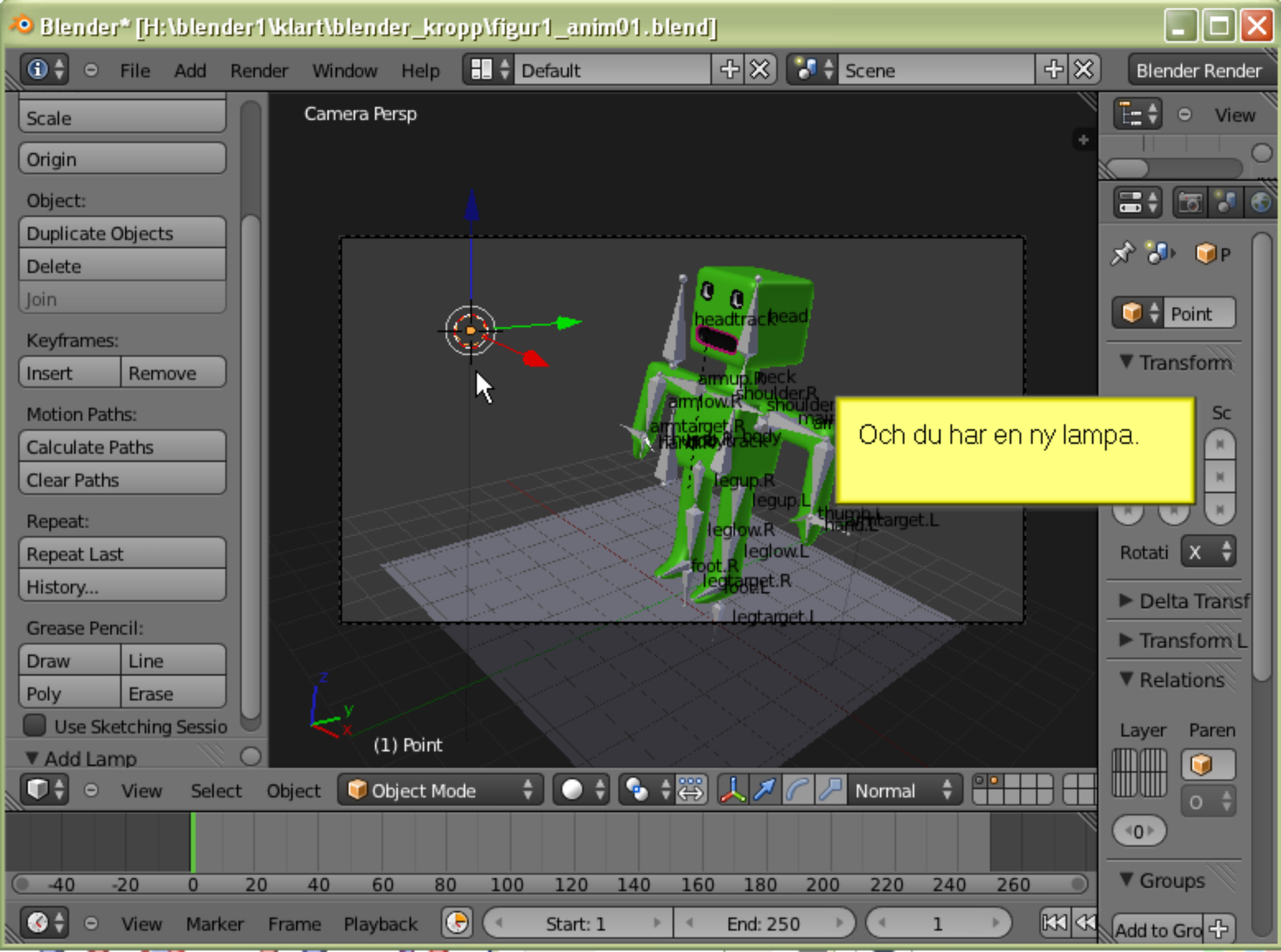

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Translate
headtrack
bodytrack
legup.R
legup.L
legtarget.R
legtarget.L
foot.L
armup.L
armlow.L
(1) Camera
View Search All Scenes
World
Camera
Camera
Transform
Flytta kameran i kameravyn
och rotera
sen scenen för att flytta
kameran i tex Top-vyn
som du får fram med
tangent 7 och kolla
kamerans placering i
Front-vyn tangent 1.
Och kolla kamerans
placering i högervyn
tangent 3
View Select Object
Object Mode
Pass Index: 0
Groups
Add to Group
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

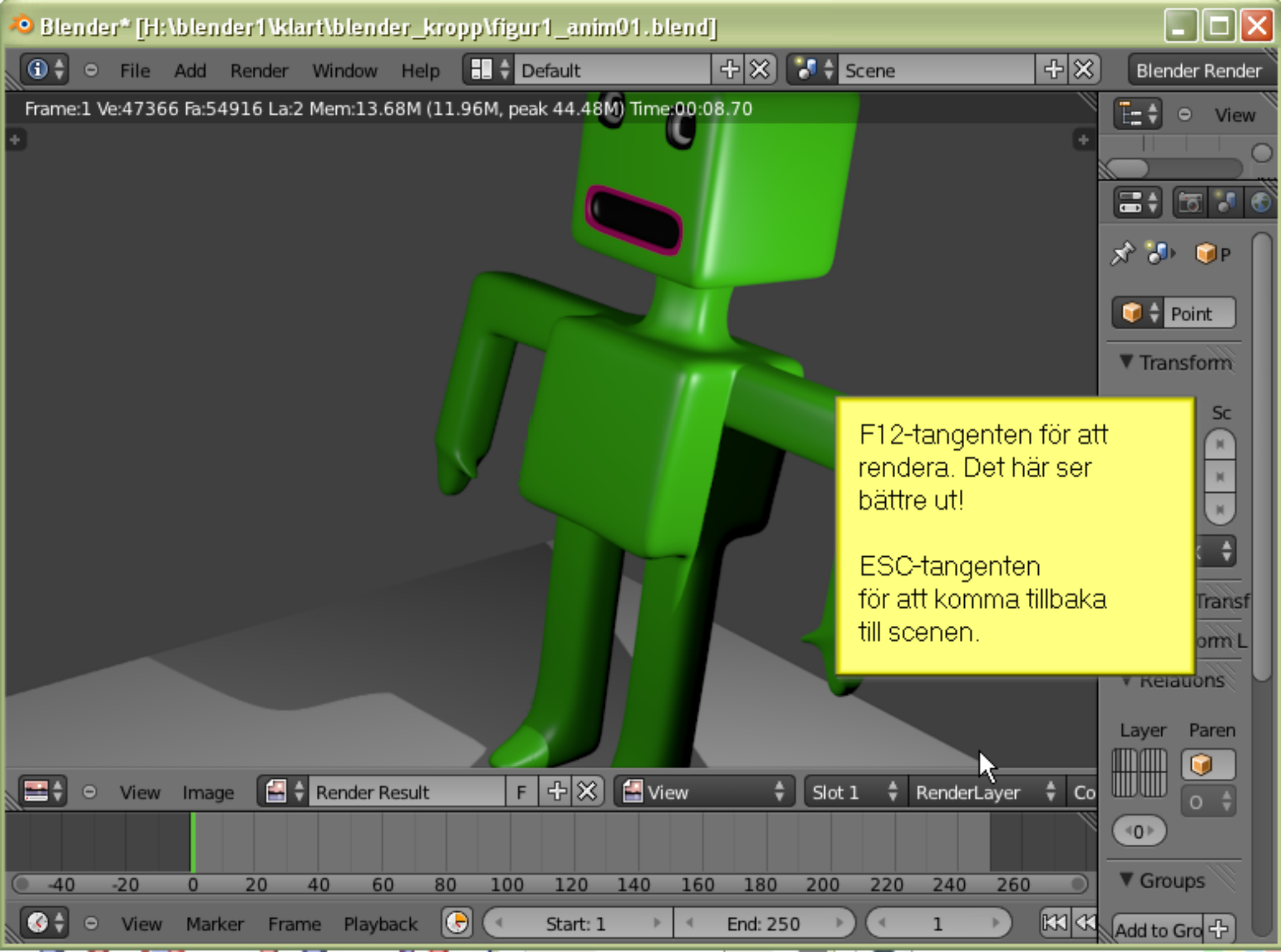

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Translate
Det här kanske kan duga?
(1) Camera
View Search All Scenes
World
Camera
Camera
Transform
10.25
46.38
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Object
Object Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

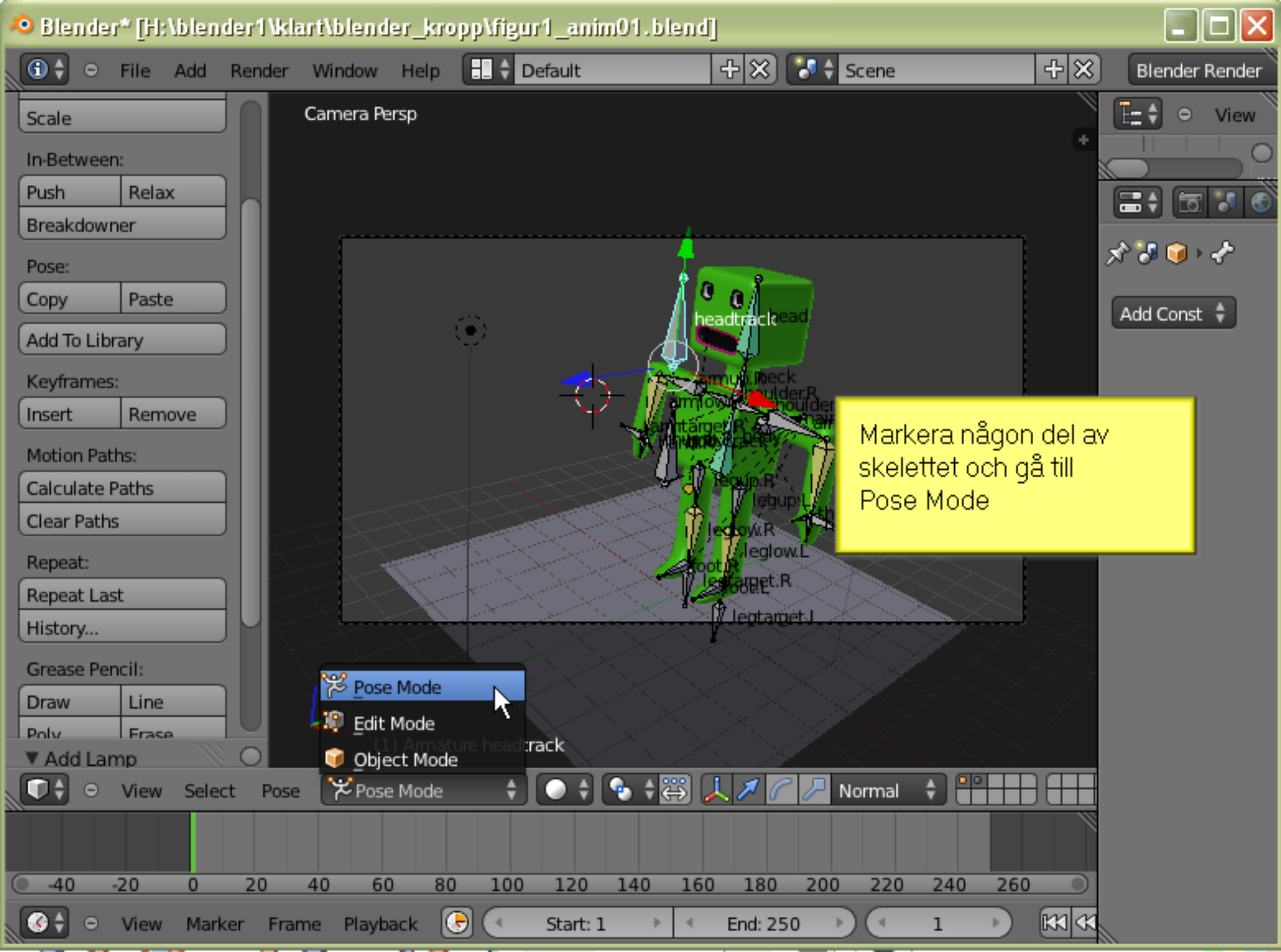

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Translate
View
Transform
Lo Ro Sc
Rotati X
Delta Transf
Transform L
Relations
Layer Paren
Groups
Add to Gro
headtrack
head
armup.R
neck
shoulder.R
armlow.R
shoulder.L
armtarget.R
armup.L
body
legup.R
legup.L
armlow.L
thumb.L
handtarget.L
leglow.R
leglow.L
foot.R
legtarget.R
foot.L
legtarget.L
(1) Camera
View Select Object
Object Mode
-40 -20 0 20 40 60 80 100 120 260
View Marker Frame Playback
Start: 1
End: 250
1
Det plan - scengolvet -
som skapades på lager 2
kan du ta fram genom att
hålla ner SHIFT
och markera lager 2

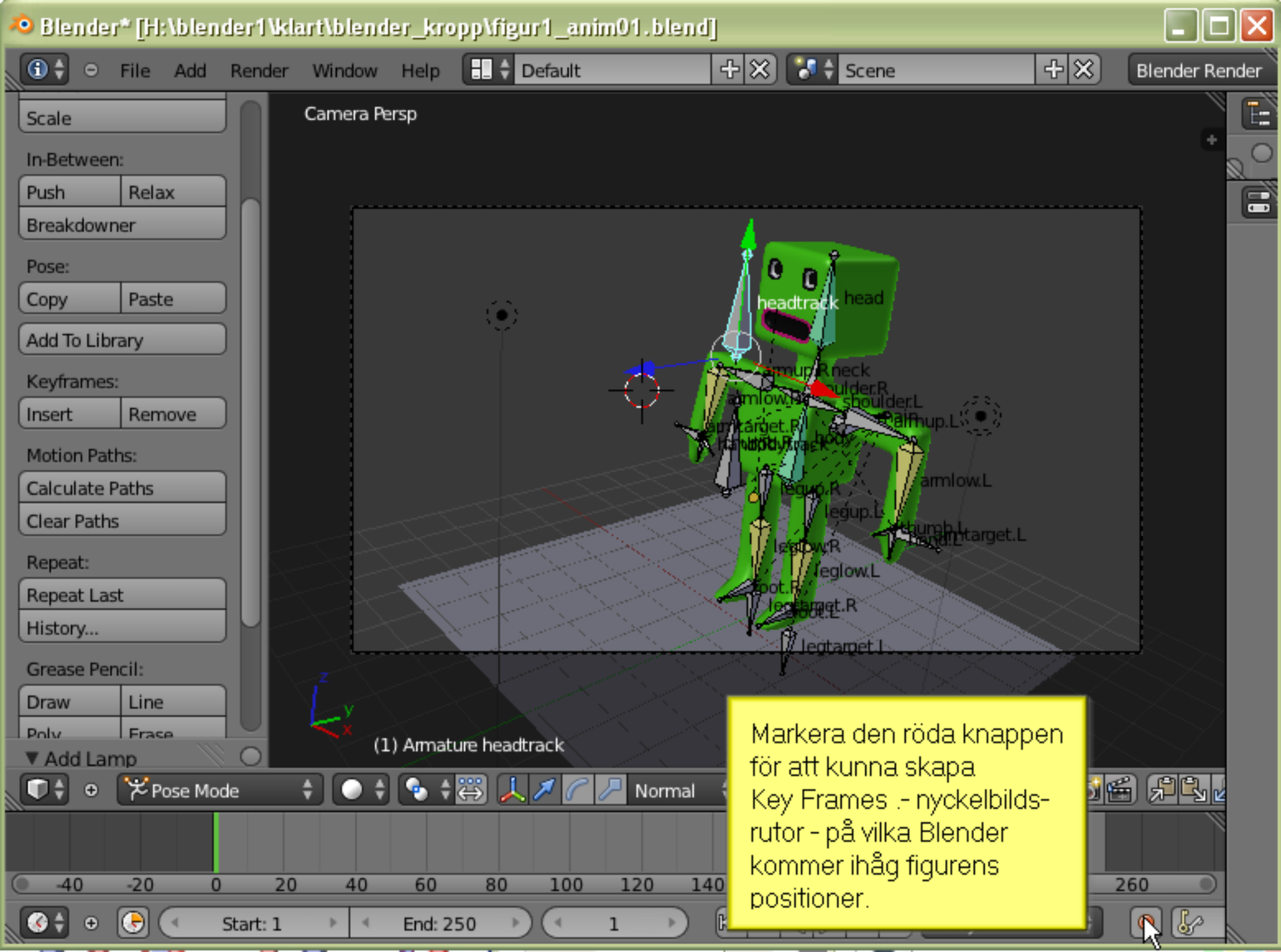

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Frame:1 Ve:47366 Fa:54916 La:1 Mem:13.59M (11.96M, peak 46.96M) Time:00:08.66
View
amera
Transform
F12-tangenten
och kameravyn renderas,
Här behövs mer ljus!
Esc-tangenten för att
komma tillbaka till scenen.
Relations
Layer
Paren
Groups
View Image
Render Result
View
Slot 1
RenderLayer
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
View Marker Frame Playback
Start: 1
End: 250
1

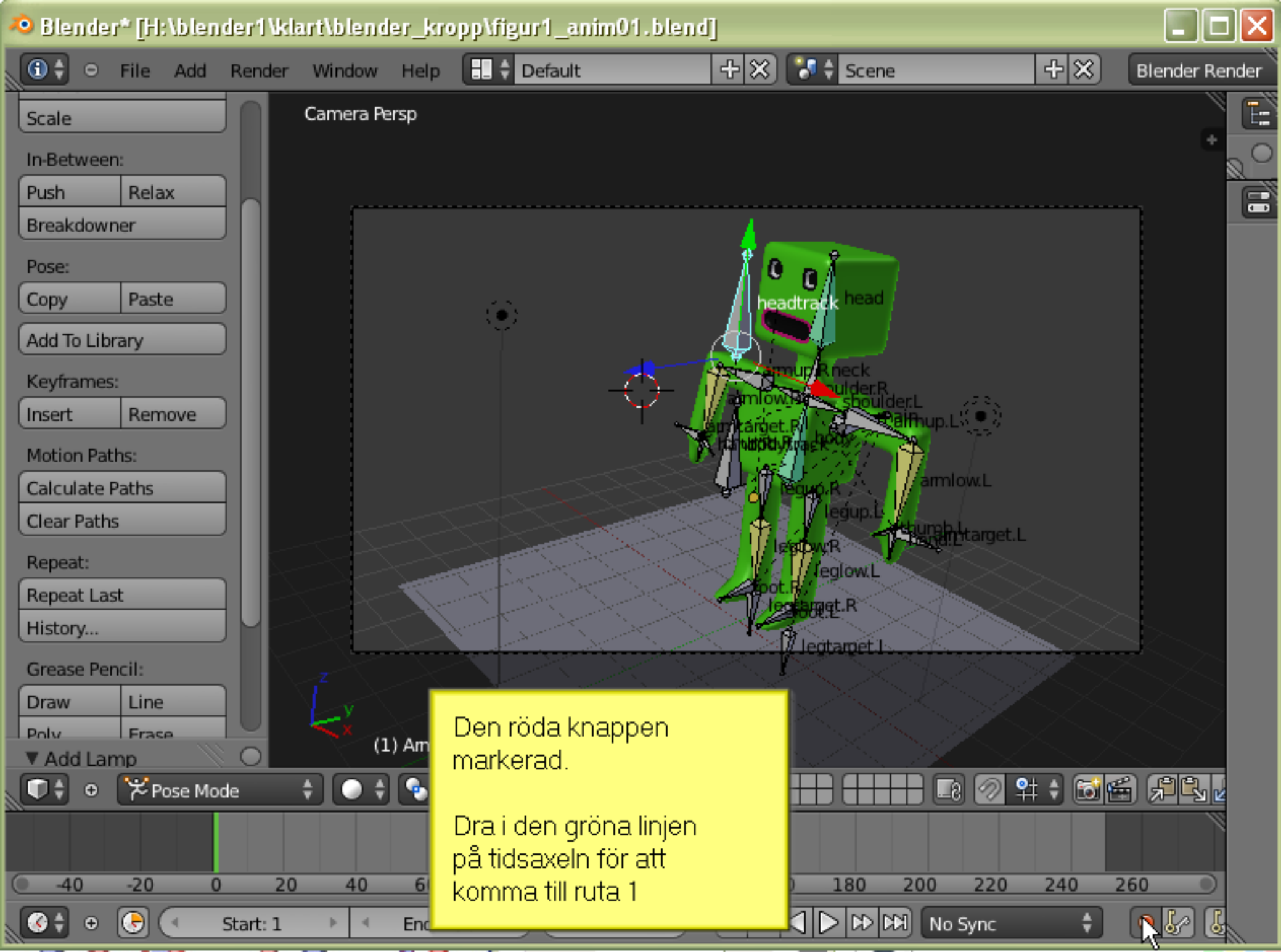

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
Mesh
Curve
Surface
Metaball
Text
Armature
Lattice
Empty
Speaker
Camera
Lamp
Point
Sun
Spot
Hemi
Area
Force Field
Group Instance
Add a lamp object to the scene
Python: bpy.ops.object.lamp_add()
Vänsterklicka där du vill placera ut en ny lampa och du får en röd och vit ring.
Gå sen till
Add > Lamp > Point
(1) Camera
View
Select
Object
Object Mode
Normal
Marker
Frame
Playback
Start: 1
End: 250
Groups

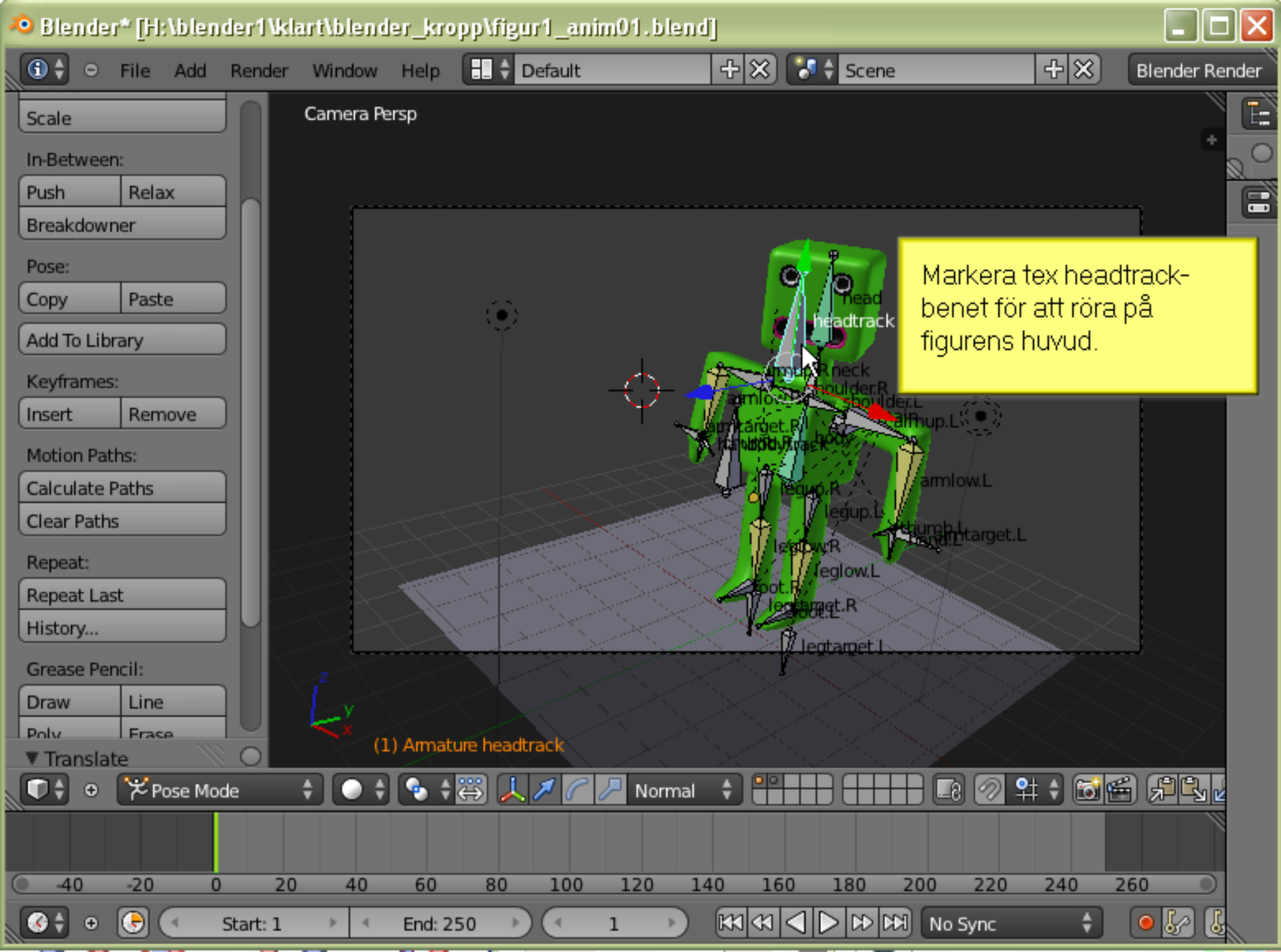

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Och du har en ny lampa.
(1) Point
Object Mode
Normal
View Select Object
View Marker Frame Playback
Start: 1
End: 250
1
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Add Lamp
View
Point
Transform
Delta Transf
Transform L
Relations
Layer
Paren
Groups
Add to Gro

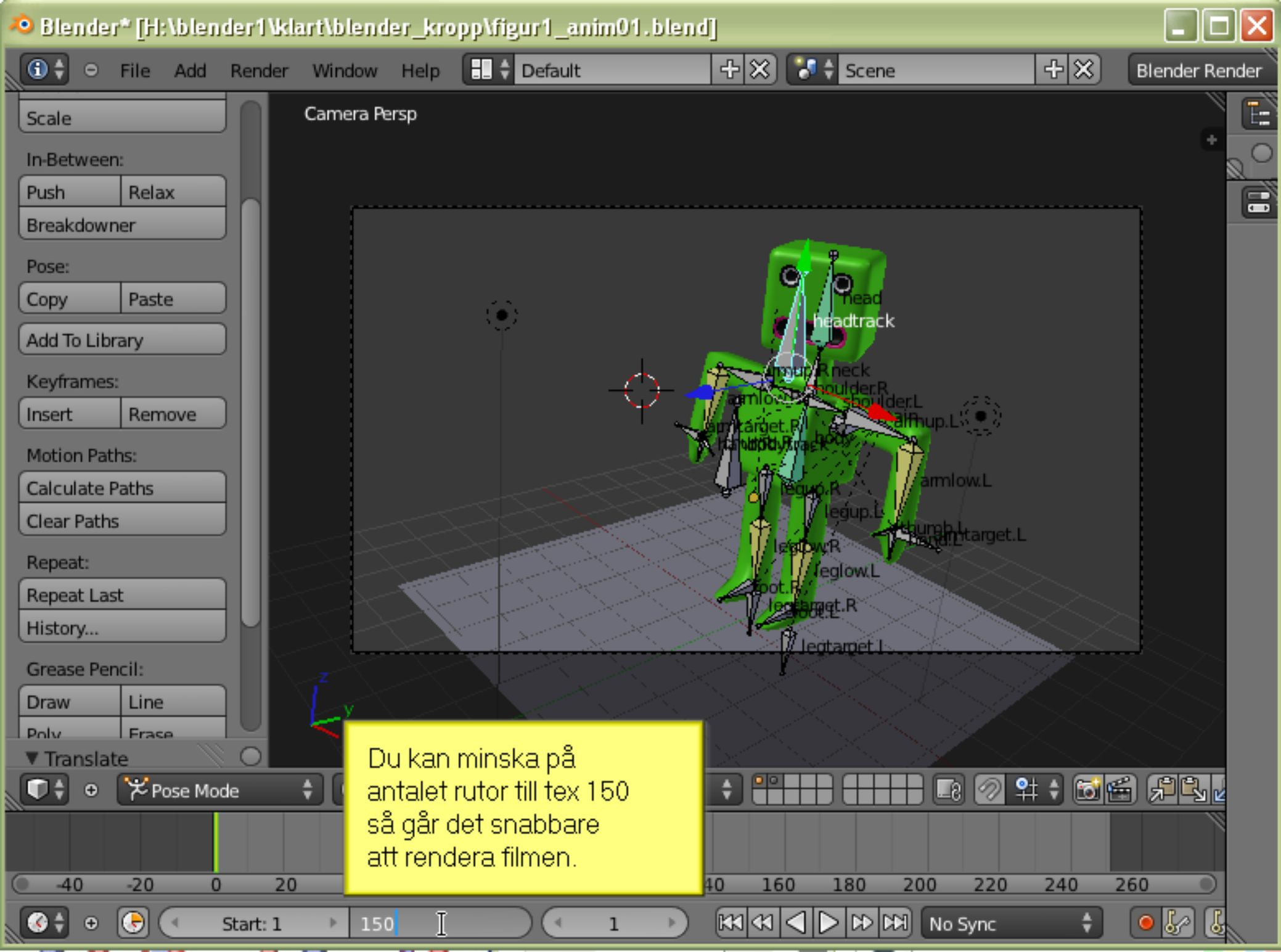

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Frame:1 Ve:47366 Fa:54916 La:2 Mem:13.68M (11.96M, peak 44.48M) Time:00:08.70
View
Point
Transform
F12-tangenten för att rendera. Det här ser bättre ut!
ESC-tangenten för att komma tillbaka till scenen.
View Image
Render Result
F
View
Slot 1
RenderLayer
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
View Marker Frame Playback
Start: 1
End: 250
1
Layer
Paren
Groups

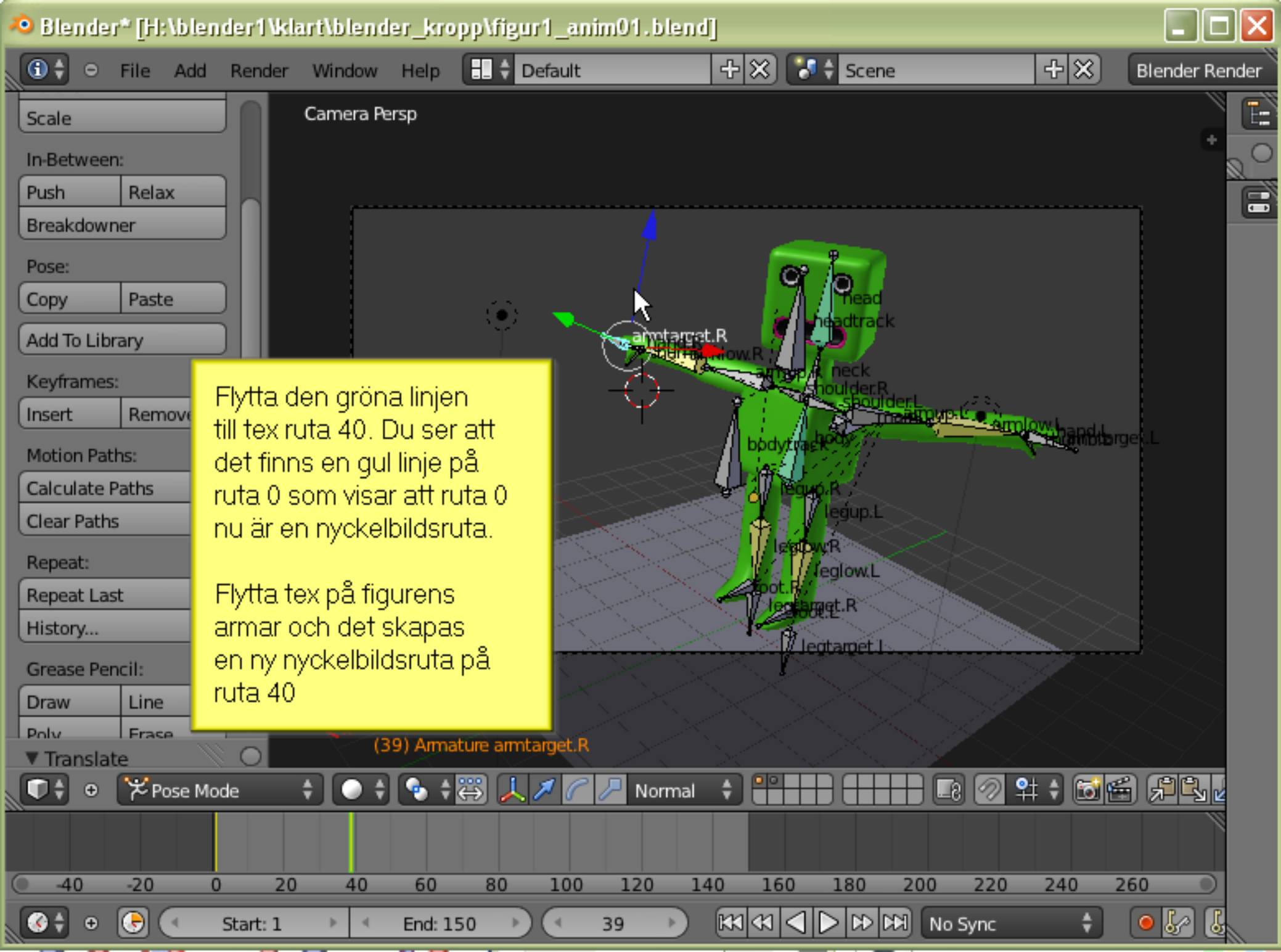

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Lamp
View
Add Const
Markera någon del av skelettet och gå till Pose Mode
Pose Mode
Edit Mode
Object Mode
View Select Pose
Pose Mode
Normal
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
View Marker Frame Playback
Start: 1
End: 250
1

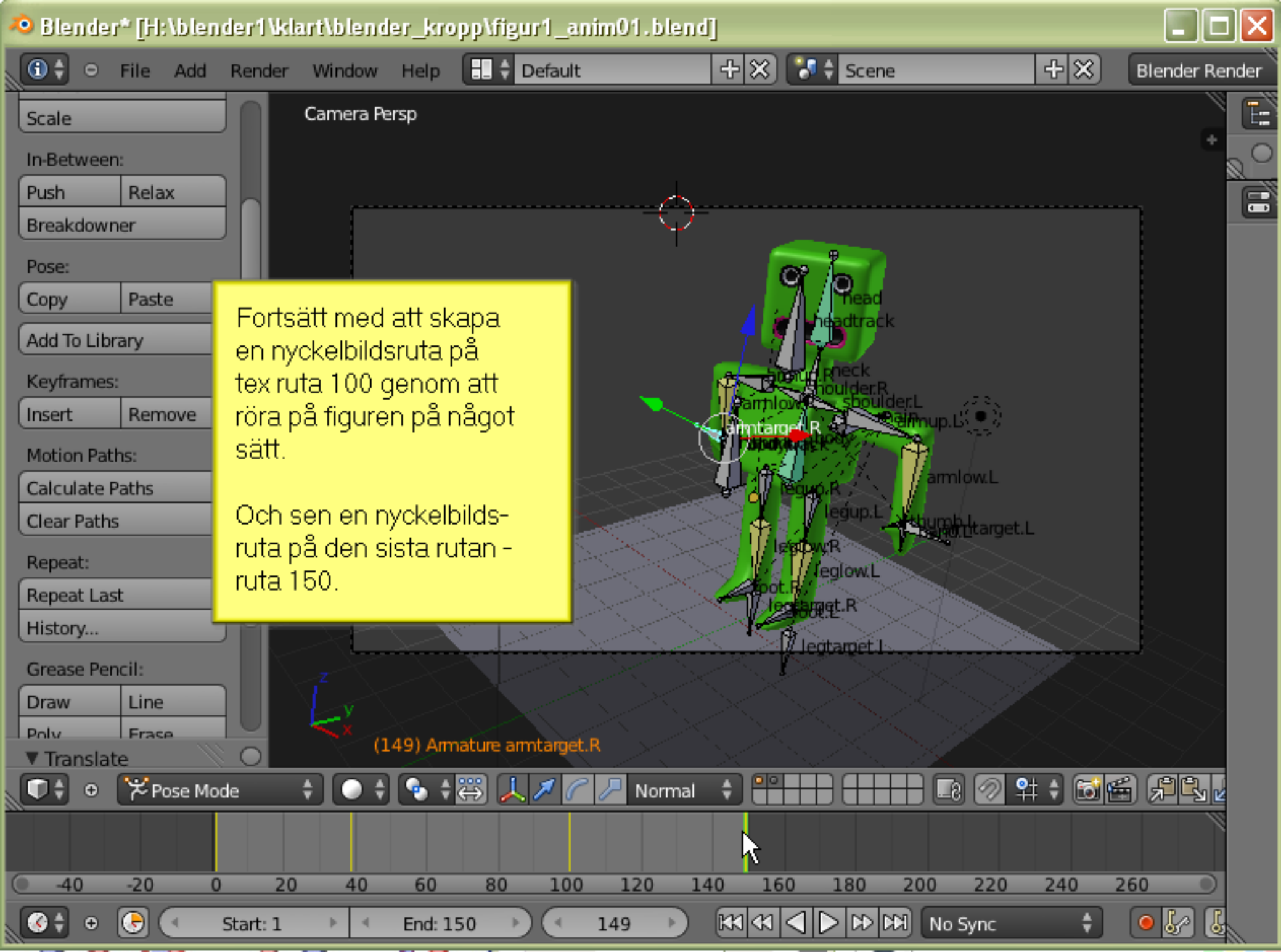

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Add Lamp
Camera Persp
headtrack
head
neck
shoulder.L
upperarm.L
armlow.L
legup.R
legup.L
legtarget.L
legtarget.R
(1) Armature headtrack
Markera den röda knappen för att kunna skapa Key Frames .- nyckelbilds-rutor - på vilka Blender kommer ihåg figurens positioner.
Pose Mode
Normal
-40 -20 0 20 40 60 80 100 120 140 260
Start: 1
End: 250
1

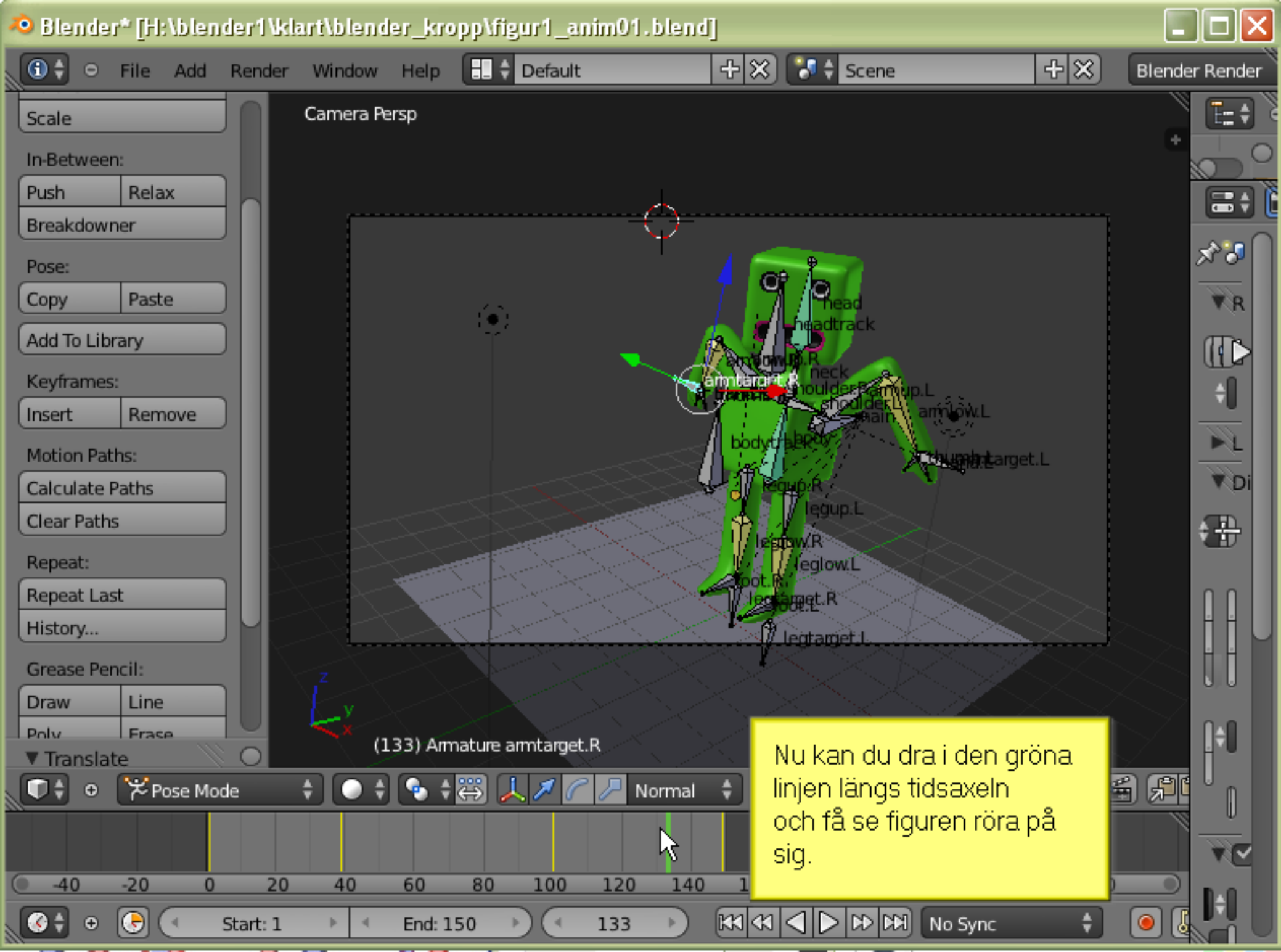

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
Scale
In-Between:
Push
Relax
Breakdowner
Pose:
Copy
Paste
Add To Library
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Add Lamp
Camera Persp
headtrack
head
neck
shoulder.L
armlow.L
legup.L
legtarget.L
Pose Mode
-40
-20
0
20
40
180
200
220
240
260
Start: 1
No Sync
Den röda knappen markerad.
Dra i den gröna linjen på tidsaxeln för att komma till ruta 1

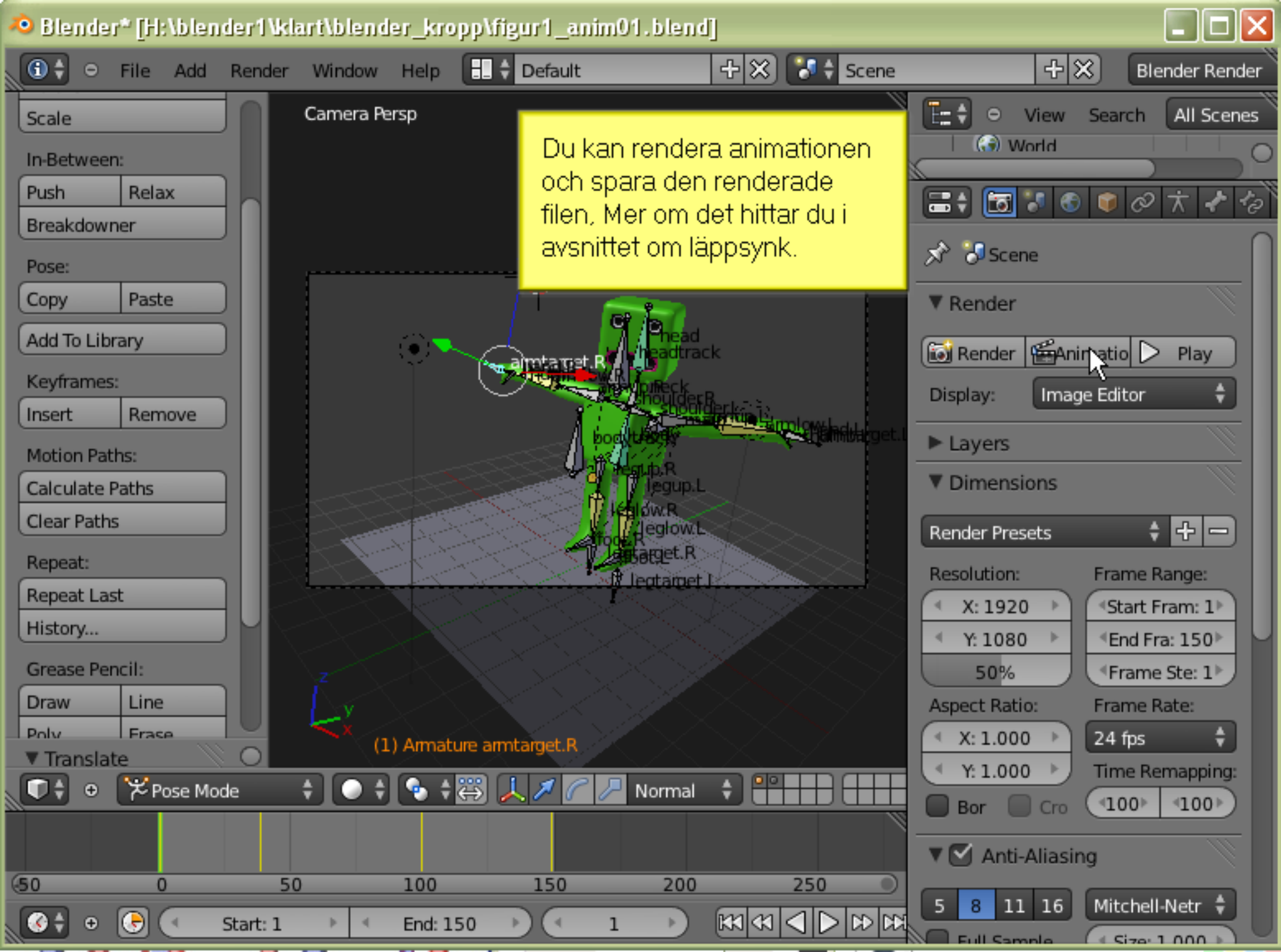

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
Camera Persp
Markera tex headtrack-benet för att röra på figurens huvud.
head
headtrack
neck
(1) Armature headtrack
Pose Mode
Normal
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
Start: 1
End: 250
1
No Sync

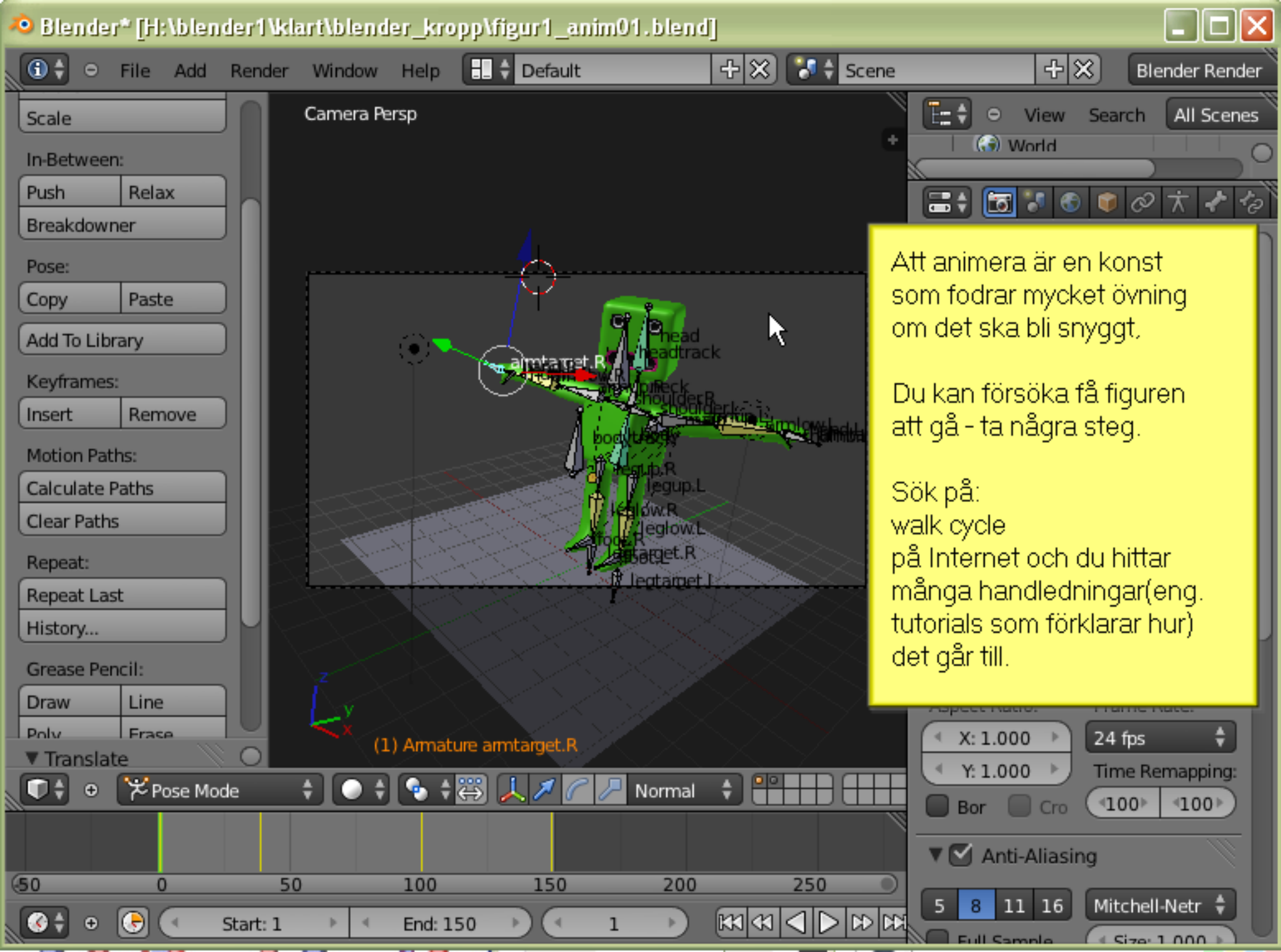

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
head
headtrack
neck
shoulder.R
shoulder.L
armlow.L
legup.R
legup.L
legtarget.L
legtarget.R
Pose Mode
Du kan minska på
antalet rutor till tex 150
så går det snabbare
att rendera filmen.
-40 -20 0 20
160 180 200 220 240 260
Start: 1
150
1
No Sync

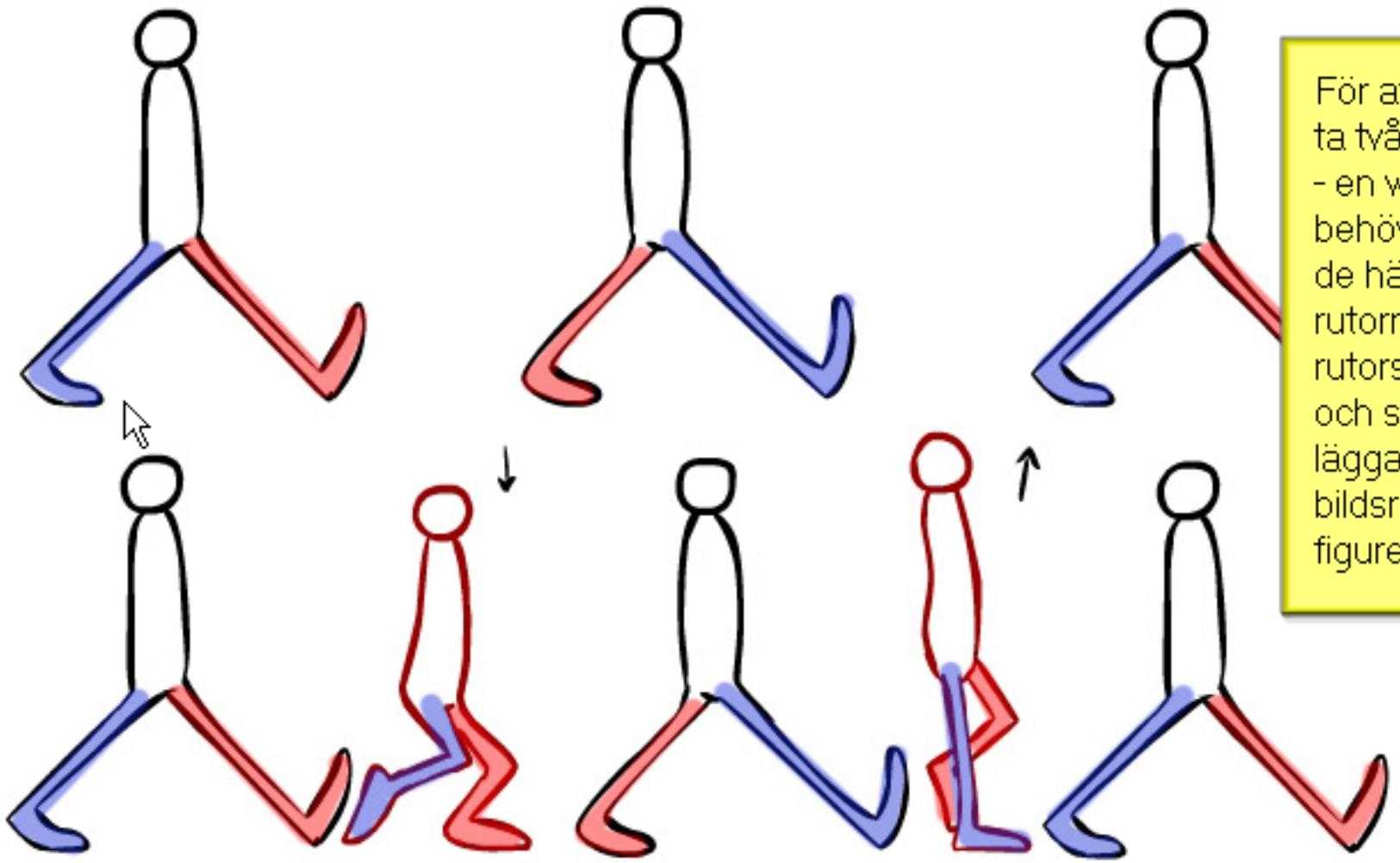

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Flytta den gröna linjen till tex ruta 40. Du ser att det finns en gul linje på ruta 0 som visar att ruta 0 nu är en nyckelbildsruta.
Flytta tex på figurens armar och det skapas en ny nyckelbildsruta på ruta 40
head
headtrack
neck
shoulder.R
shoulder.L
body
legup.R
legup.L
legtarget.R
legtarget.L
(39) Armature armtarget.R
Translate
Pose Mode
Normal
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
Start: 1
End: 150
39
No Sync


Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
Fortsätt med att skapa en nyckelbildsruta på tex ruta 100 genom att röra på figuren på något sätt.
Och sen en nyckelbilds-ruta på den sista rutan - ruta 150.
head
headtrack
neck
shoulder.R
shoulder.L
armtarget.R
armlow.L
legup.R
legup.L
leglow.R
leglow.L
legtarget.R
legtarget.L
(149) Armature armtarget.R
Pose Mode
Normal
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
Start: 1
End: 150
149
No Sync

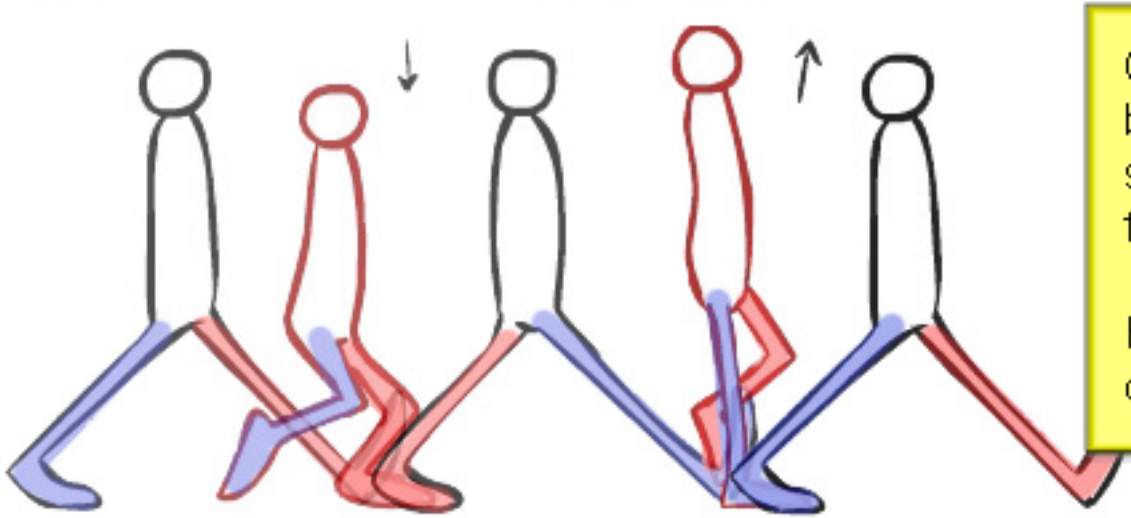

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
Scale
In-Between:
Push
Relax
Breakdowner
Pose:
Copy
Paste
Add To Library
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Translate
Camera Persp
head
headtrack
neck
armtarget.R
armlow.L
legup.R
legup.L
legtarget.L
(133) Armature armtarget.R
Pose Mode
Normal
-40
-20
0
20
40
60
80
100
120
140
Start: 1
End: 150
133
No Sync
Nu kan du dra i den gröna linjen längs tidsaxeln och få se figuren röra på sig.


Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Du kan rendera animationen och spara den renderade filen, Mer om det hittar du i avsnittet om läppsynk.
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
(1) Armature amtarget.R
Pose Mode
Normal
View Search All Scenes
World
Scene
Render
Render Play
Display: Image Editor
Layers
Dimensions
Render Presets
Resolution:
X: 1920
Y: 1080
50%
Frame Range:
Start Fram: 1
End Fra: 150
Frame Ste: 1
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping:
100 100
Anti-Aliasing
5 8 11 16
Mitchell-Netr
-50 0 50 100 150 200 250
Start: 1
End: 150
1


Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
Camera Persp
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Translate
(1) Armature amtarget.R
View Search All Scenes
World
Att animera är en konst som fodrar mycket övning om det ska bli snyggt.
Du kan försöka få figuren att gå - ta några steg.
Sök på:
walk cycle
på Internet och du hittar många handledningar(eng. tutorials som förklarar hur) det går till.
X: 1.000
Y: 1.000
24 fps
Time Remapping:
Anti-Aliasing
Pose Mode
Normal
Start: 1
End: 150
1
Mitchell-Netr

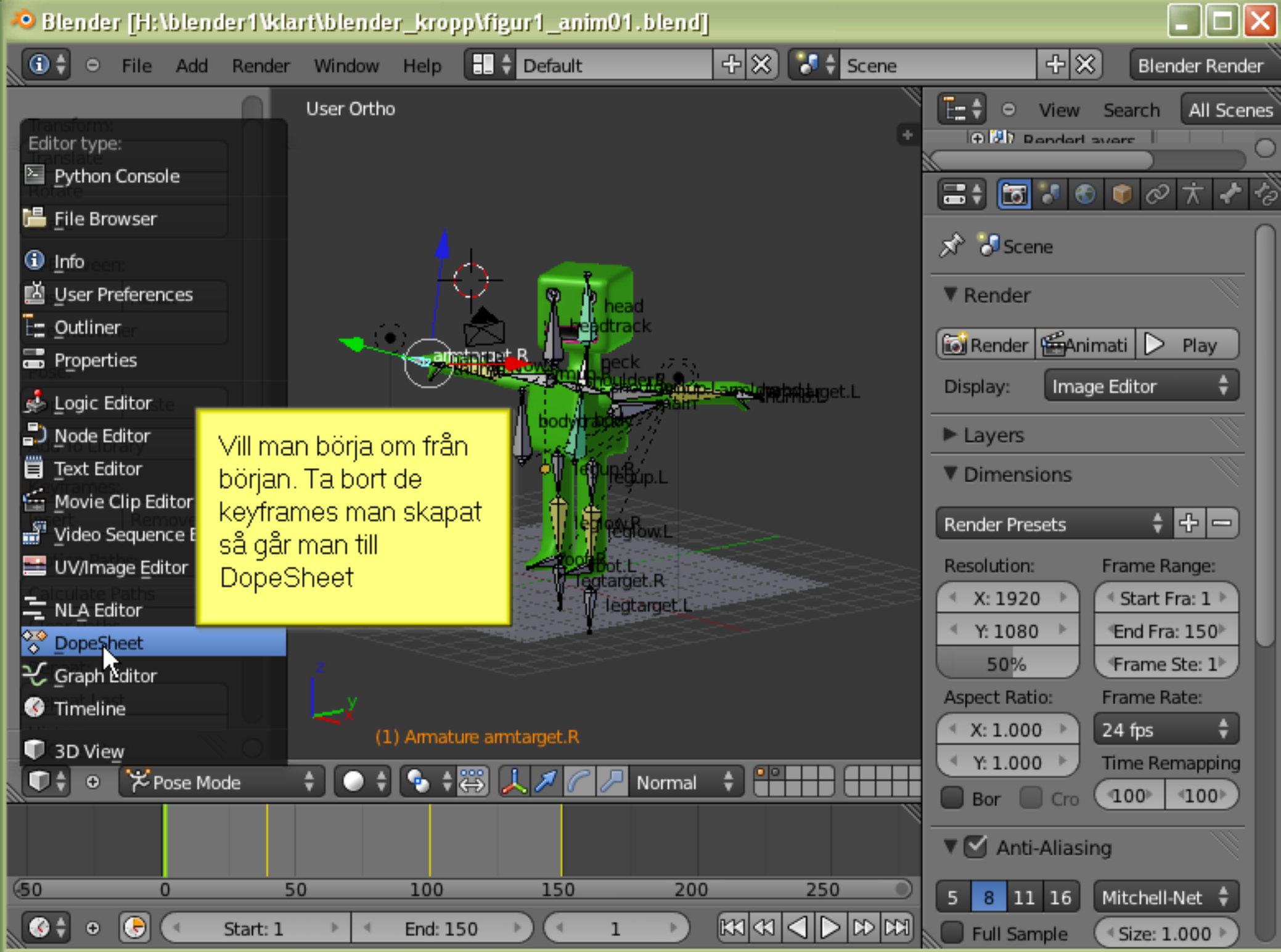


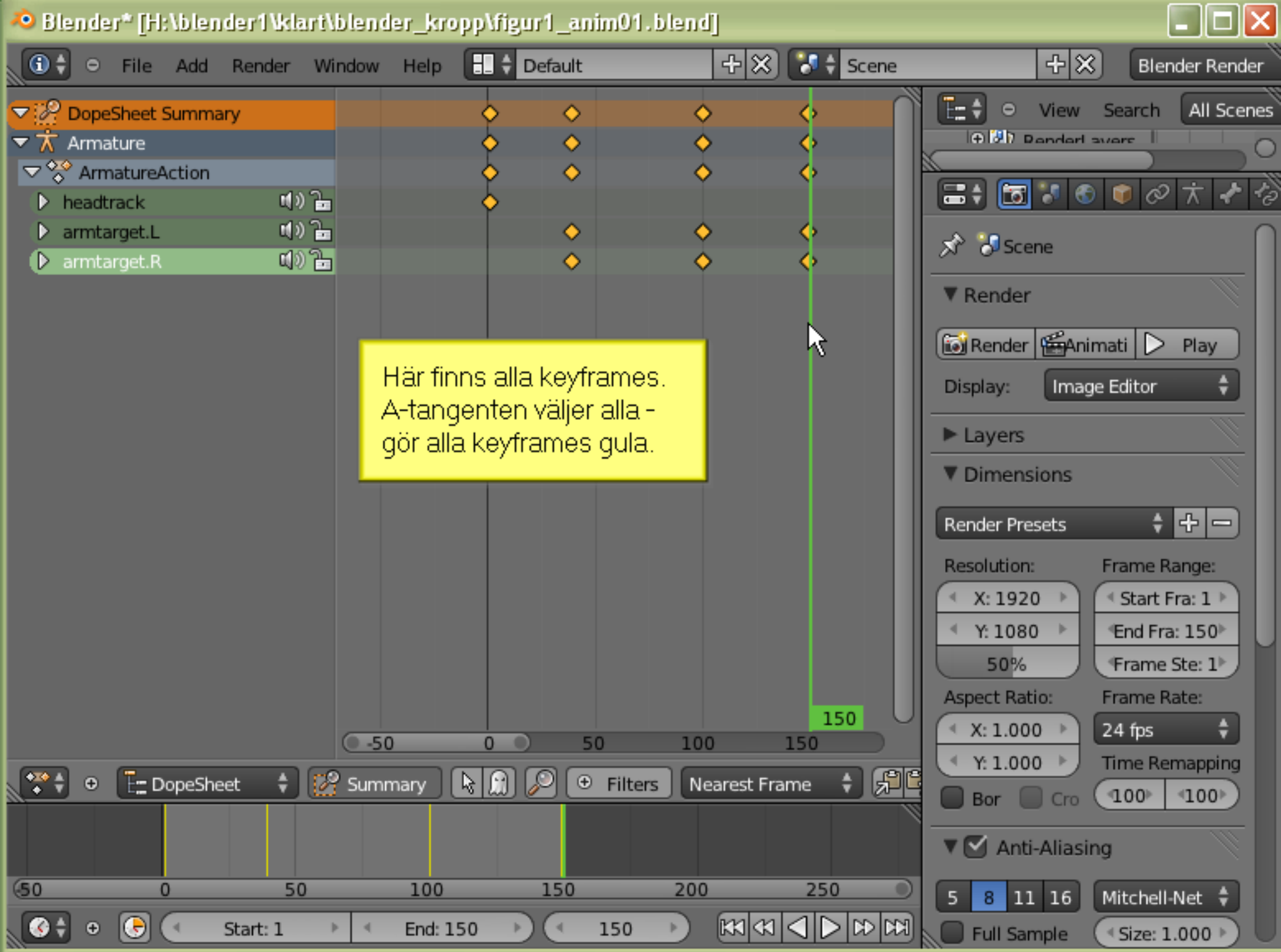
För att få figuren att
ta två steg
- en walk c ycle - så
behöver du skapa
de här tre nyckelbilds-
rutorna med ett antal
rutors mellanrum
och sen mellan dessa
lägga in två nyckel-
bildsrutor som visar hur
figuren kliver framåt.

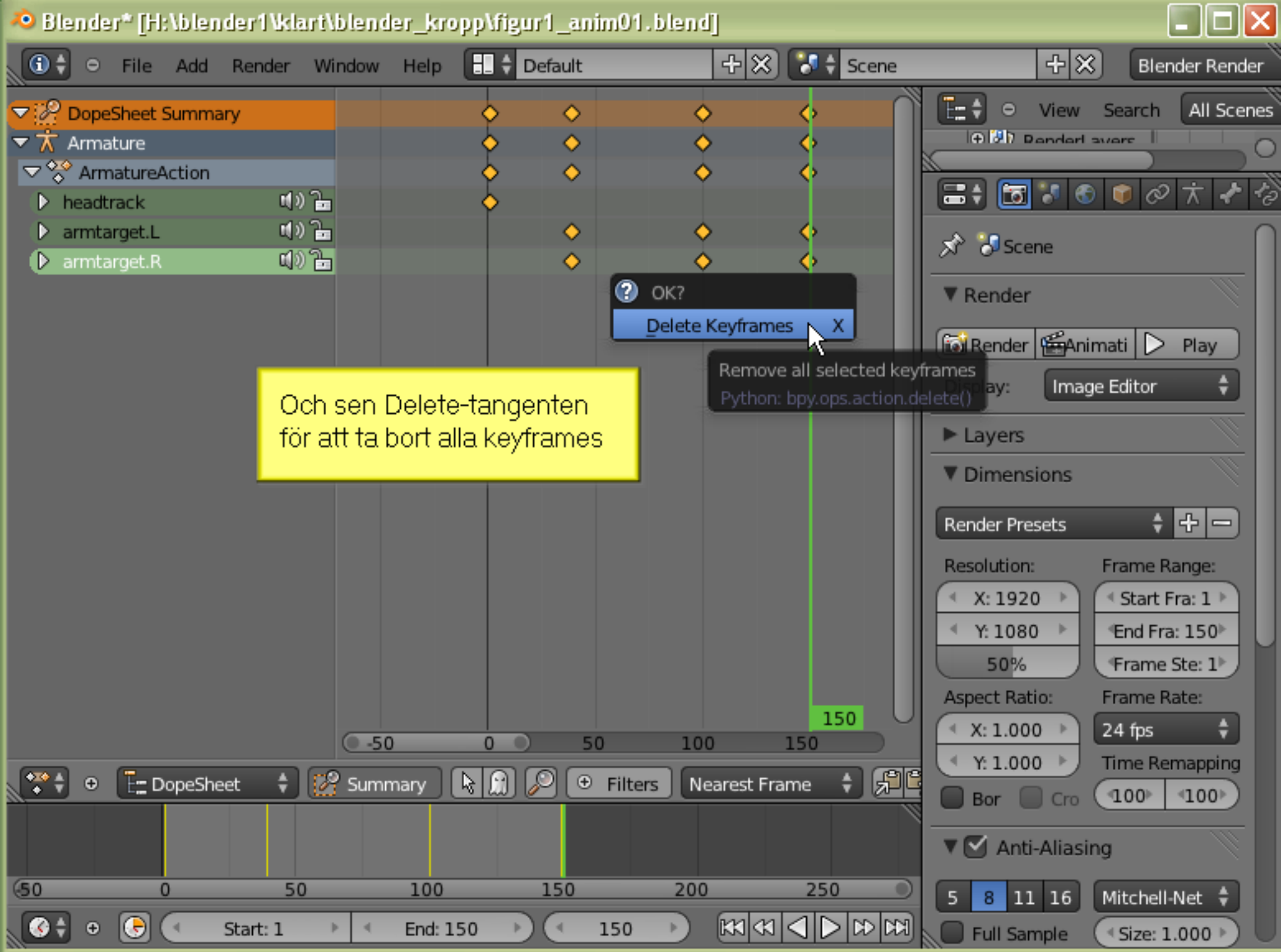


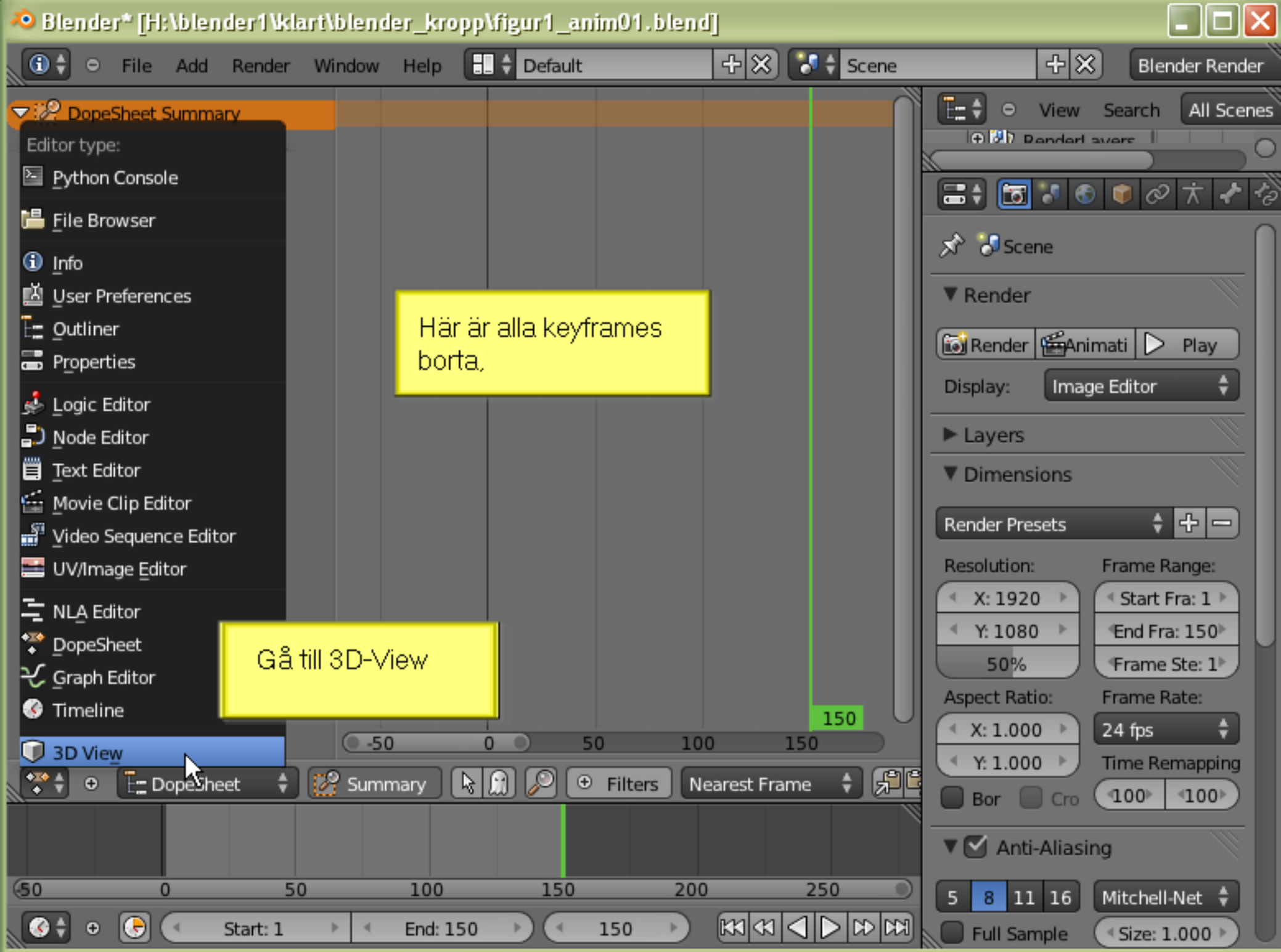
Och den här stegsekvensen kommer att
bildas
som visar hur benen rör sig och kroppen
följer med.

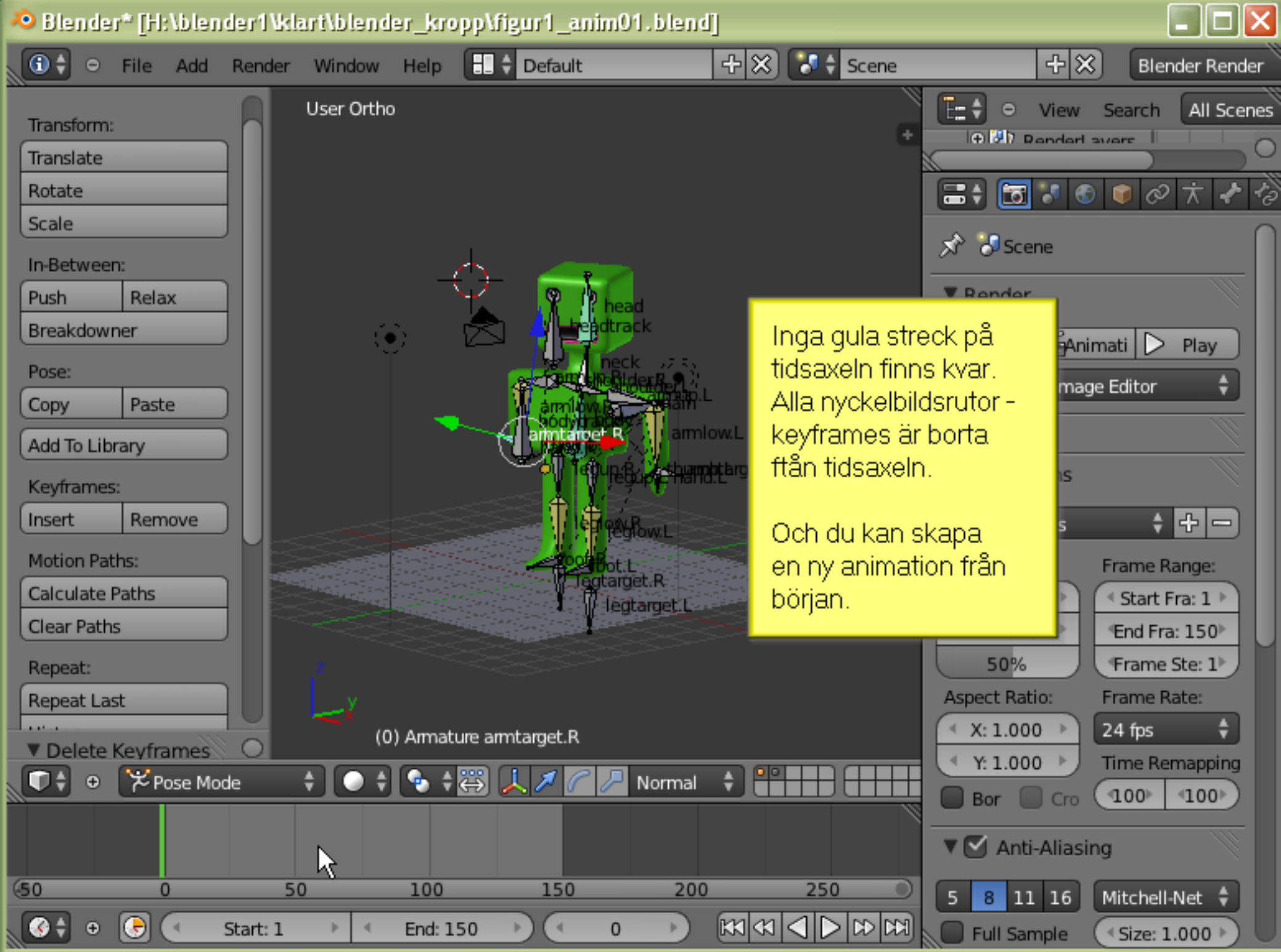
Huvudet sjunker först ner och sen höjer
det sig. Testa! Testa igen! Och igen!

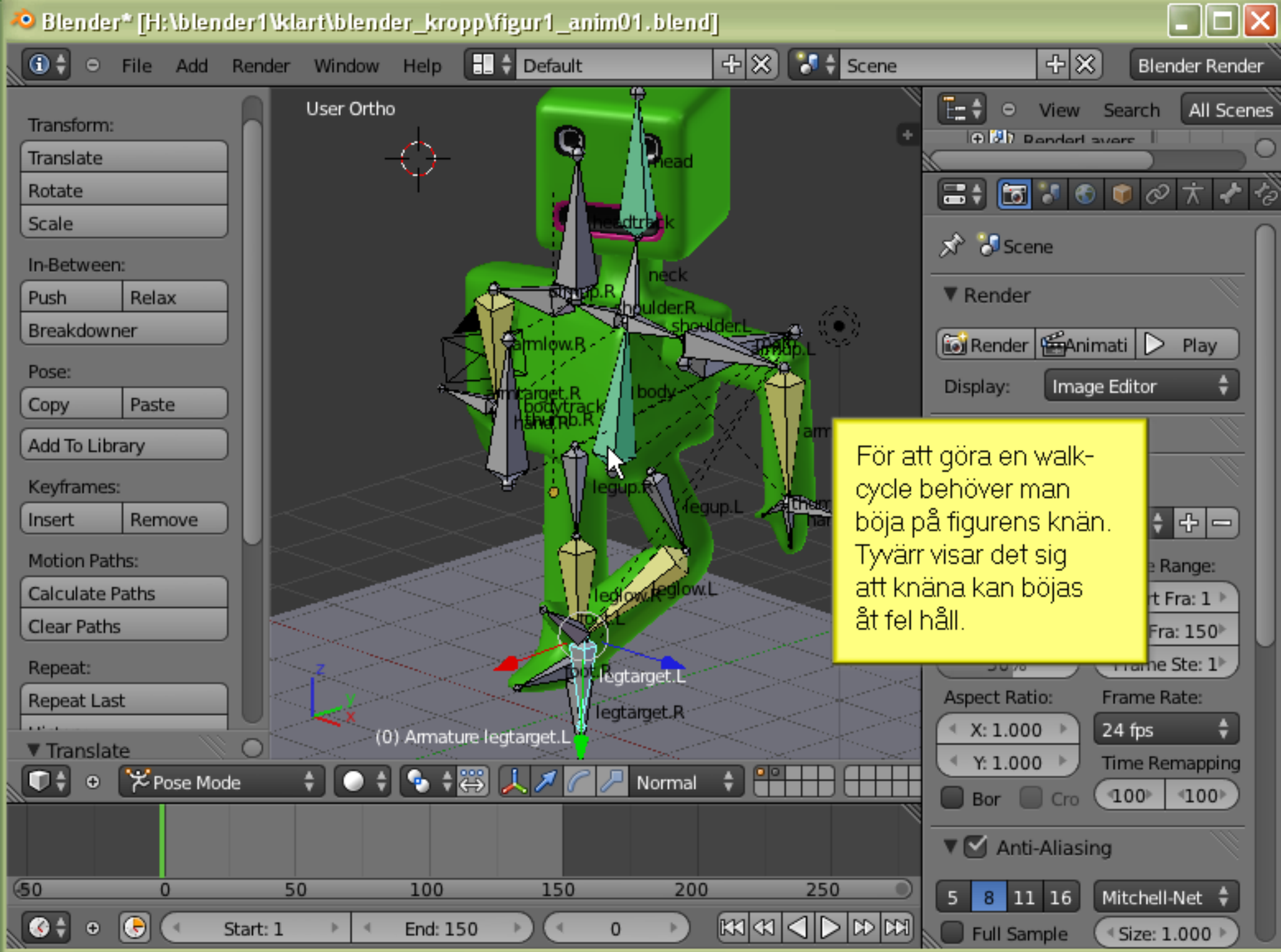

Blender [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Editor type:
Python Console
File Browser
Info
User Preferences
Outliner
Properties
Logic Editor
Node Editor
Text Editor
Movie Clip Editor
Video Sequence E
UV/Image Editor
NLA Editor
DopeSheet
Graph Editor
Timeline
3D View
Vill man börja om från början. Ta bort de keyframes man skapat så går man till DopeSheet
head
headtrack
neck
shoulder.R
upperarm.L
bodytrack
legup.R
legup.L
legtarget.R
legtarget.L
(1) Armature armtarget.R
Pose Mode
Normal
View Search All Scenes
Scene
Render
Render Animati Play
Display: Image Editor
Layers
Dimensions
Render Presets
Resolution:
X: 1920
Y: 1080
50%
Frame Range:
Start Fra: 1
End Fra: 150
Frame Ste: 1
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping
100 100
Bor Cro
Anti-Aliasing
5 8 11 16
Mitchell-Net
Full Sample
Size: 1.000
-50 0 50 100 150 200 250
Start: 1
End: 150
1

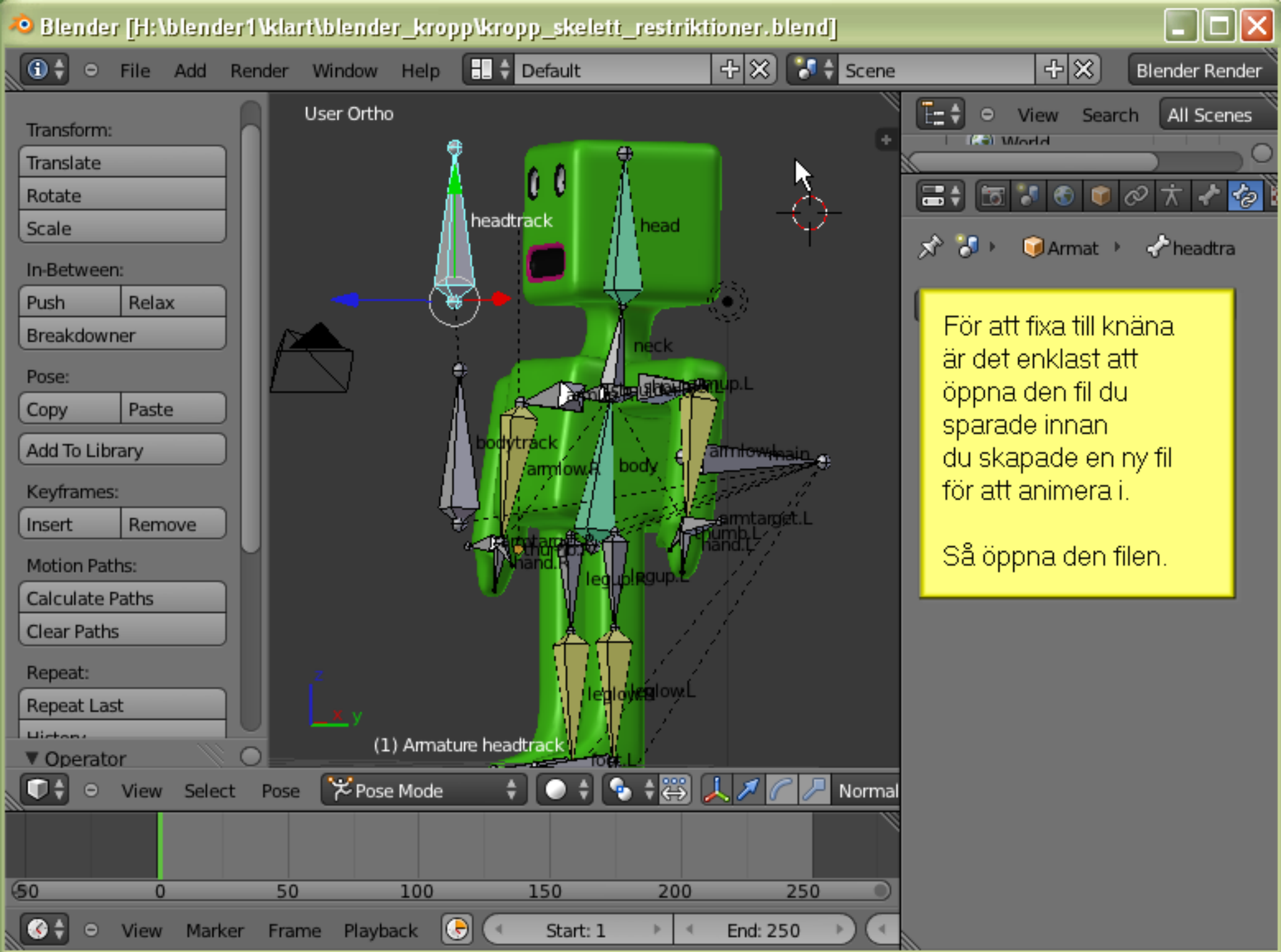

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
DopeSheet Summary
Armature
ArmatureAction
headtrack
armtarget.L
armtarget.R
Här finns alla keyframes.
A-tangenten väljer alla -
gör alla keyframes gula.
View Search All Scenes
Scene
Render
Render Animati Play
Display: Image Editor
Layers
Dimensions
Render Presets
Resolution:
X: 1920
Y: 1080
50%
Frame Range:
Start Fra: 1
End Fra: 150
Frame Ste: 1
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping
100 100
Bor Cro
Anti-Aliasing
5 8 11 16
Mitchell-Net
Full Sample
Size: 1.000
DopeSheet Summary Filters Nearest Frame
-50 0 50 100 150
150
-50 0 50 100 150 200 250
Start: 1 End: 150 150

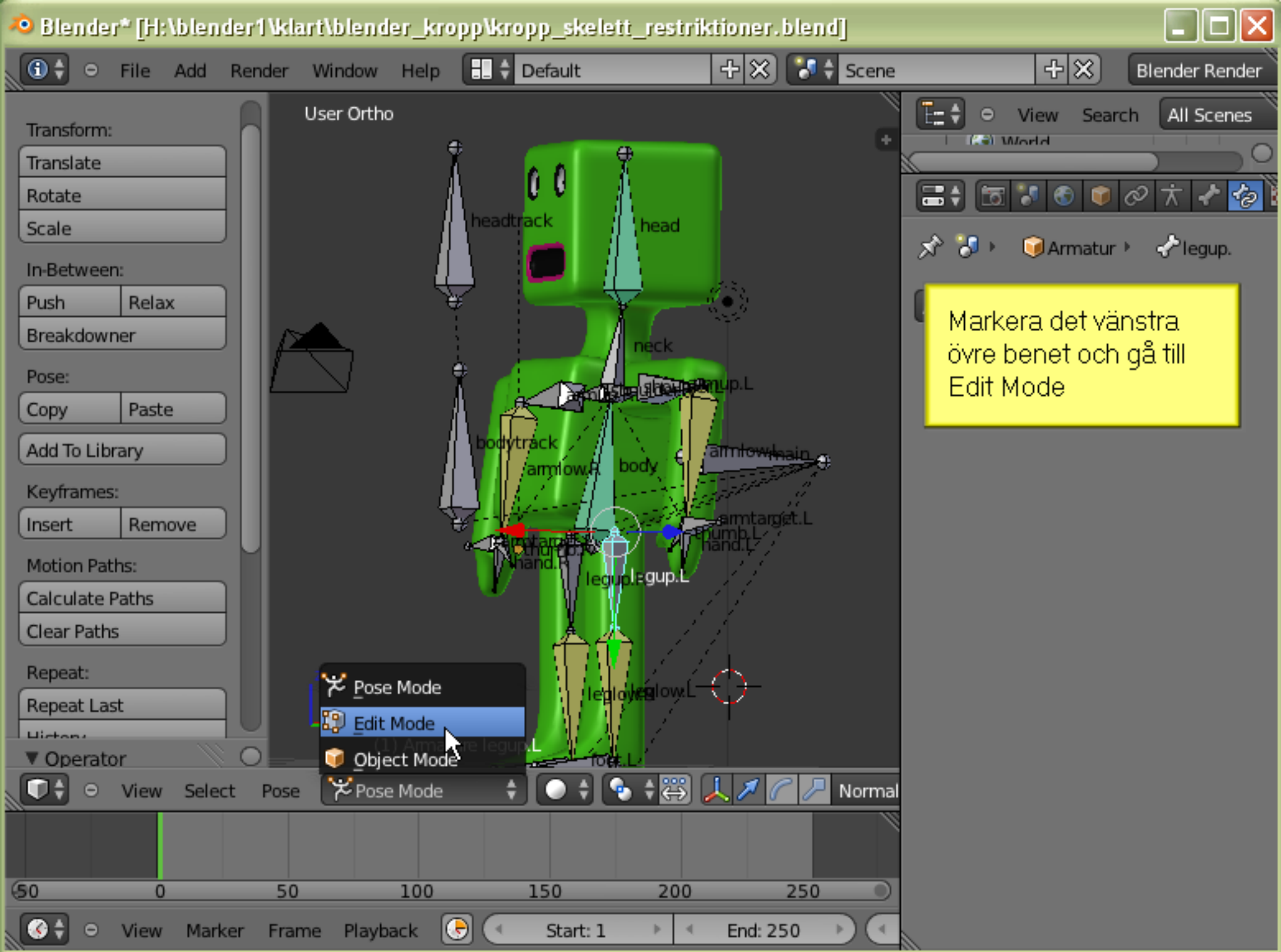

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
DopeSheet Summary
Armature
ArmatureAction
headtrack
armtarget.L
armtarget.R
OK?
Delete Keyframes X
Remove all selected keyframes
Python: bpy.ops.action.delete()
Och sen Delete-tangenten
för att ta bort alla keyframes
View Search All Scenes
Scene
Render
Render Animati Play
Display: Image Editor
Layers
Dimensions
Render Presets
Resolution:
X: 1920
Y: 1080
50%
Frame Range:
Start Fra: 1
End Fra: 150
Frame Ste: 1
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping
100 100
Bor Cro
Anti-Aliasing
5 8 11 16
Mitchell-Net
Full Sample
Size: 1.000
-50 0 50 100 150
150
DopeSheet Summary Filters Nearest Frame
-50 0 50 100 150 200 250
Start: 1 End: 150 150

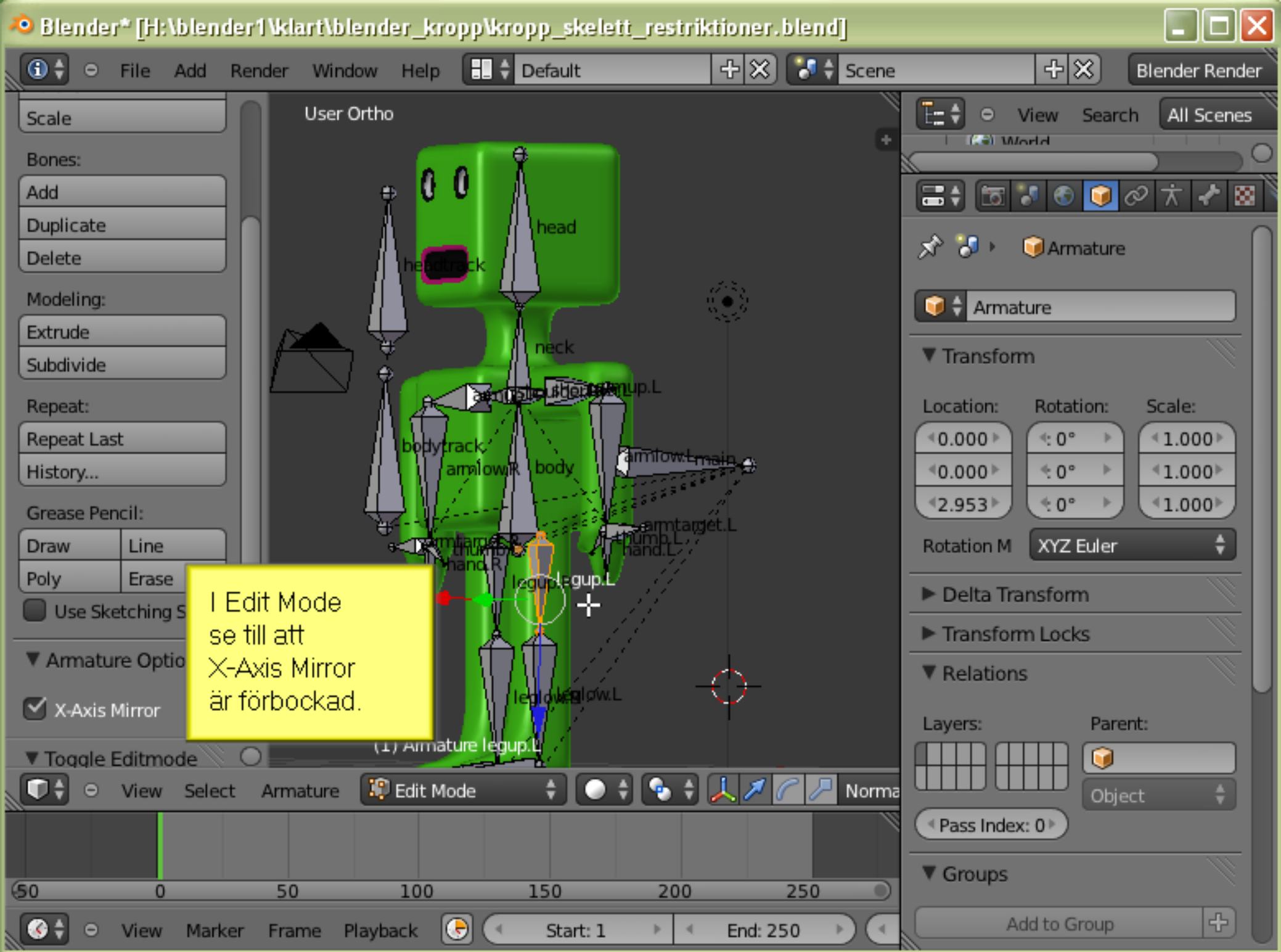

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
DopeSheet Summary
Editor type:
Python Console
File Browser
Info
User Preferences
Outliner
Properties
Logic Editor
Node Editor
Text Editor
Movie Clip Editor
Video Sequence Editor
UV/Image Editor
NLA Editor
DopeSheet
Graph Editor
Timeline
3D View
Här är alla keyframes borta,
Gå till 3D-View
150
-50 0 50 100 150
DopeSheet
Summary
Filters
Nearest Frame
-50 0 50 100 150 200 250
Start: 1
End: 150
150
View Search All Scenes
Scene
Render
Render Animati Play
Display: Image Editor
Layers
Dimensions
Render Presets
Resolution:
X: 1920
Y: 1080
50%
Frame Range:
Start Fra: 1
End Fra: 150
Frame Ste: 1
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping
100 100
Bor Cro
Anti-Aliasing
5 8 11 16
Mitchell-Net
Full Sample
Size: 1.000

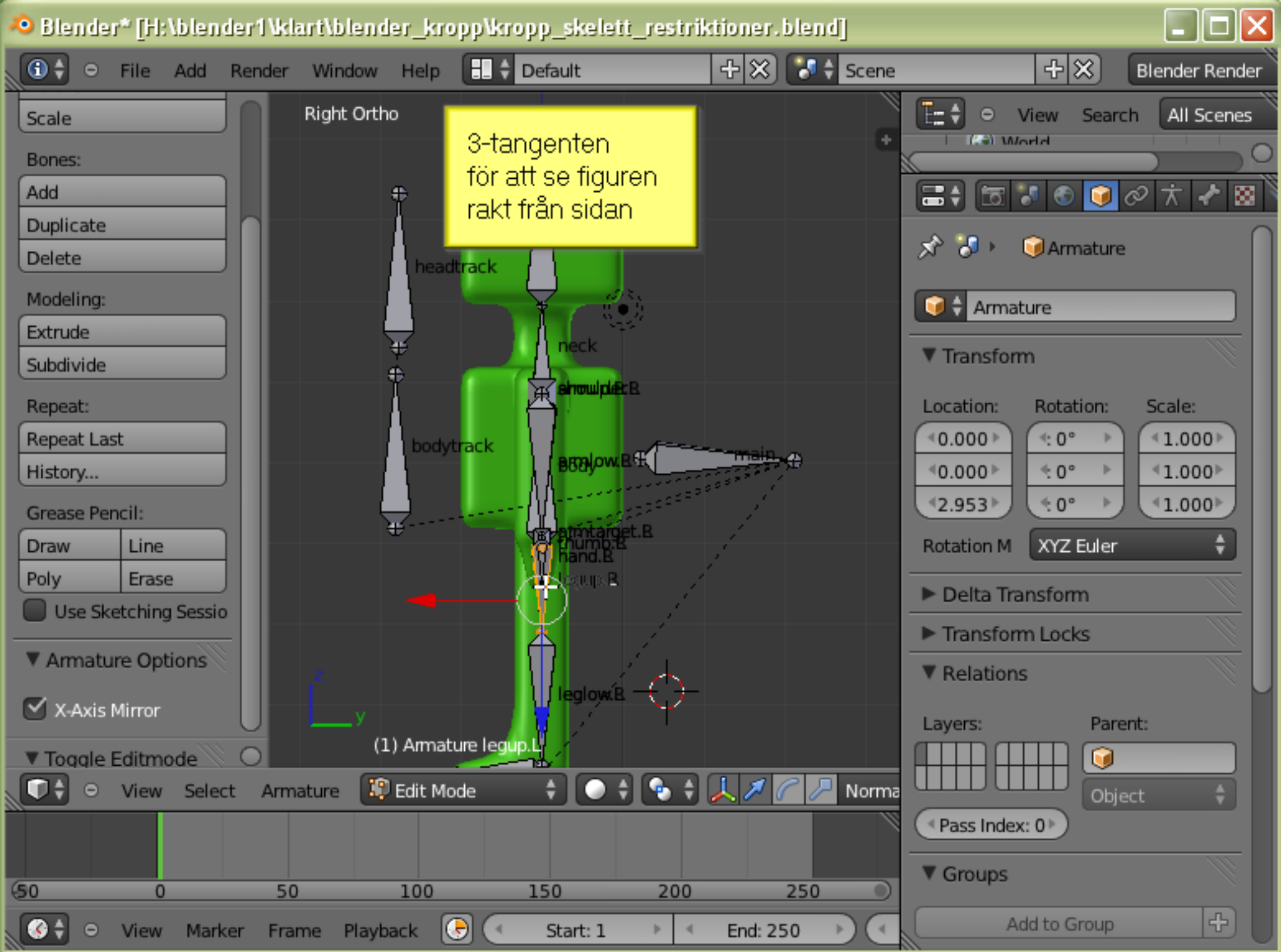

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Transform:
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
Delete Keyframes
head
headtrack
neck
armlow.L
armtarget.R
handtarget.L
legtarget.R
legtarget.L
(0) Armature armtarget.R
Inga gula streck på tidsaxeln finns kvar. Alla nyckelbildsrutor - keyframes är borta ftån tidsaxeln.
Och du kan skapa en ny animation från början.
View Search All Scenes
Scene
Render
Play
Frame Range:
Start Fra: 1
End Fra: 150
Frame Ste: 1
50%
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping
100 100
Anti-Aliasing
5 8 11 16
Mitchell-Net
Full Sample
Size: 1.000
Pose Mode
Normal
-50 0 50 100 150 200 250
Start: 1
End: 150
0

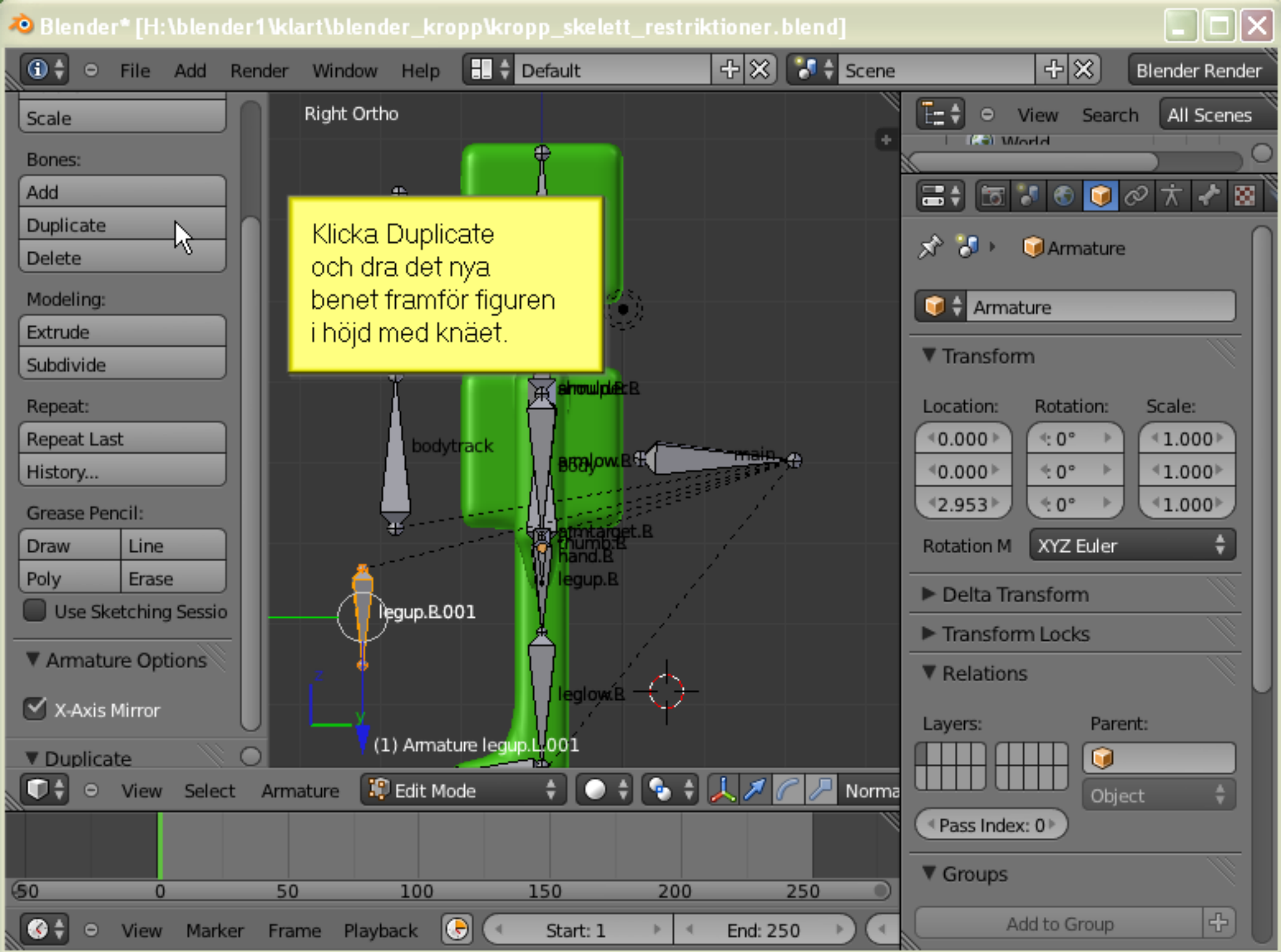

Blender* [H:\blender1\klart\blender_kropp\figur1_anim01.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Transform:
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
Translate
head
neck
shoulder.R
shoulder.L
armlow.R
body
legup.R
legup.L
leglow.R
leglow.L
legtarget.L
legtarget.R
(0) Armature legtarget.L
För att göra en walk-cycle behöver man böja på figurens knän. Tyvärr visar det sig att knäna kan böjas åt fel håll.
View Search All Scenes
Scene
Render
Render Animati Play
Display: Image Editor
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
24 fps
Time Remapping
100 100
Anti-Aliasing
5 8 11 16
Mitchell-Net
Full Sample
Size: 1.000
Pose Mode
Normal
50 0 50 100 150 200 250
Start: 1
End: 150
0

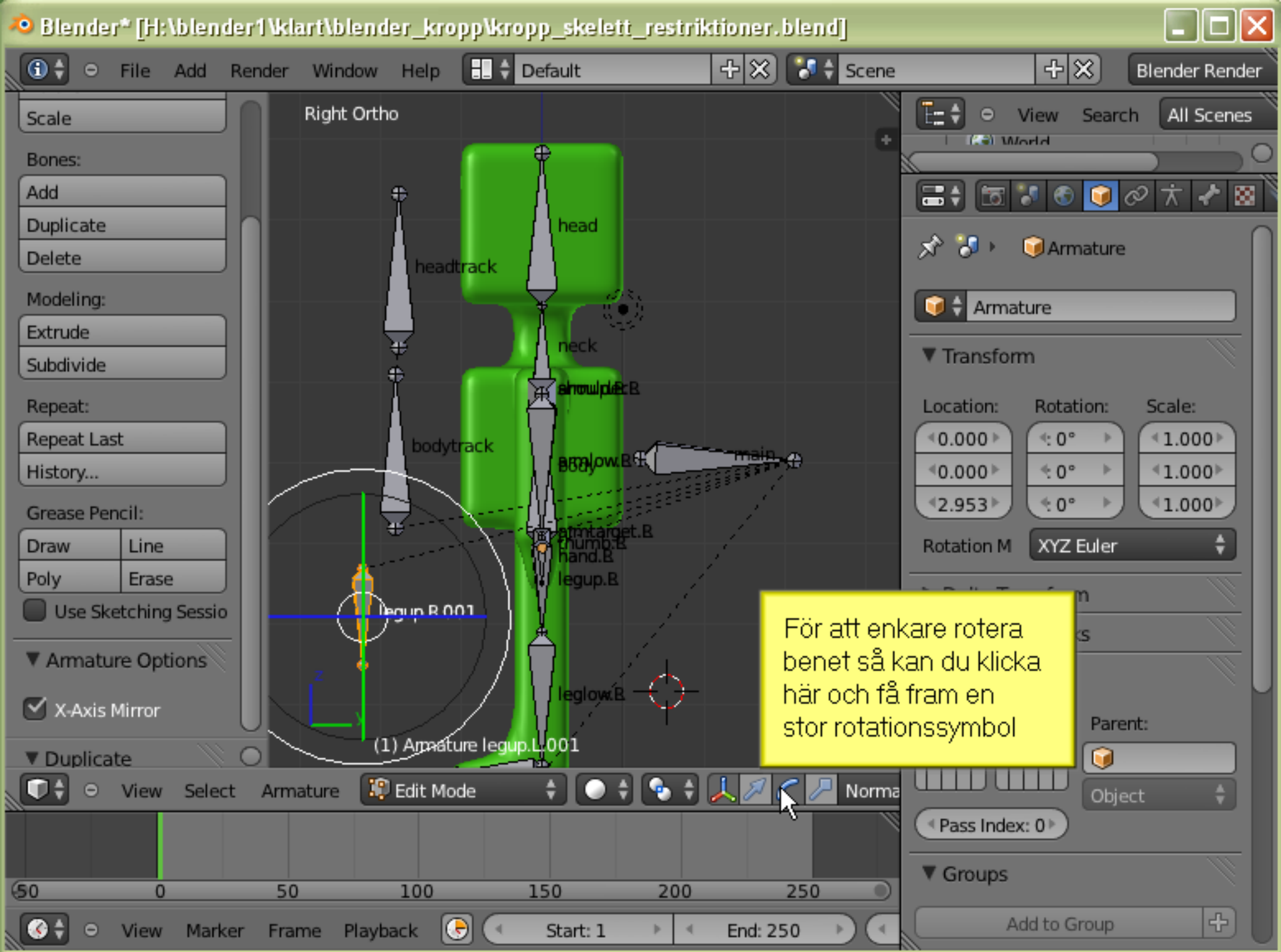

Blender [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Transform:
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
Operator
headtrack
head
neck
bodytrack
body
(1) Armature headtrack
View Search All Scenes
Armat
headtra
För att fixa till knäna är det enklast att öppna den fil du sparade innan du skapade en ny fil för att animera i.
Så öppna den filen.
View Select Pose
Pose Mode
Normal
-50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

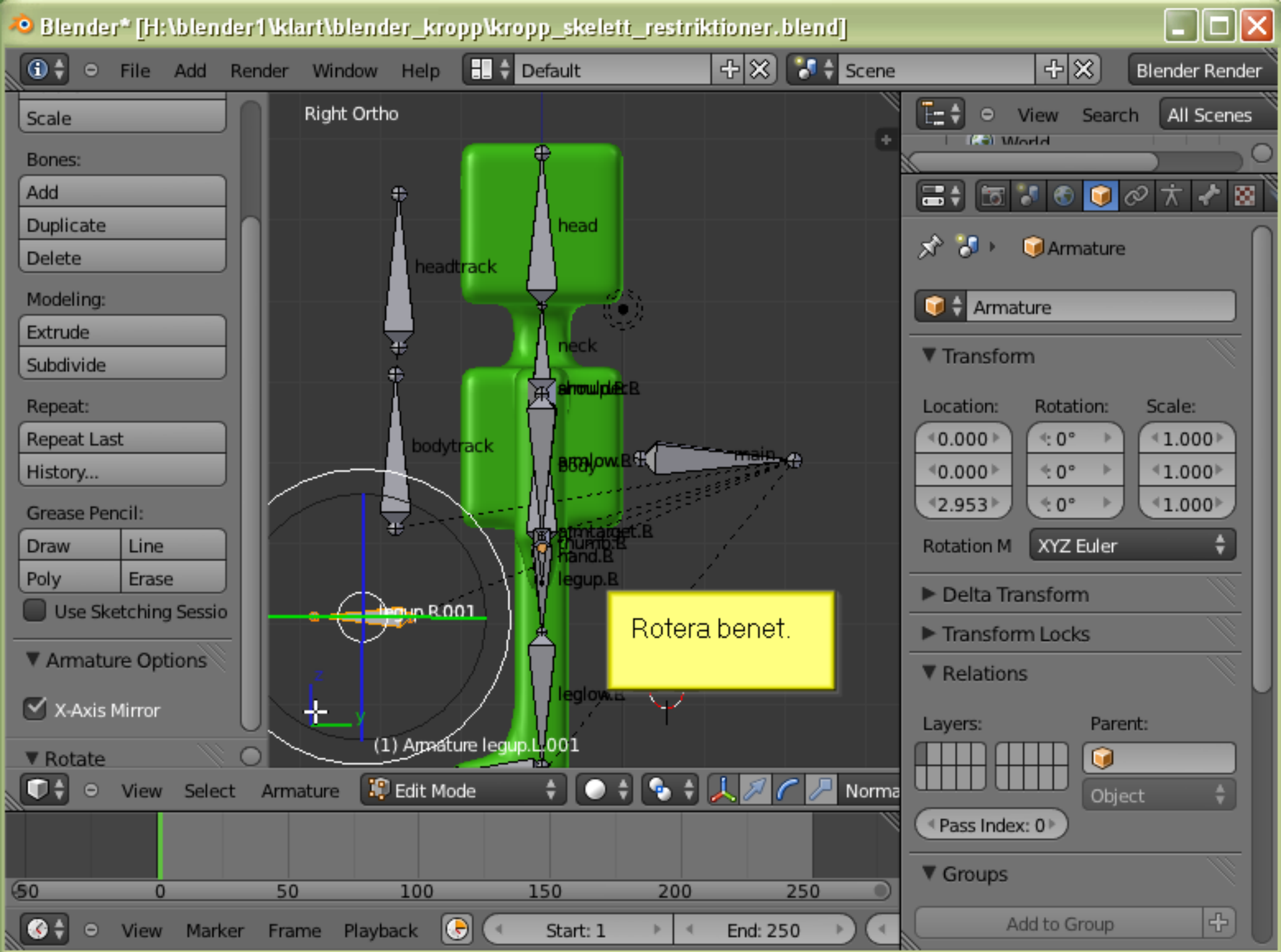

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Transform:
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
Operator
headtrack
head
neck
bodytrack
body
armtarget.L
hand.L
legup.L
Pose Mode
Edit Mode
Object Mode
View Select Pose
Pose Mode
Normal
View Search All Scenes
Armatur
legup.
Markera det vänstra övre benet och gå till Edit Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

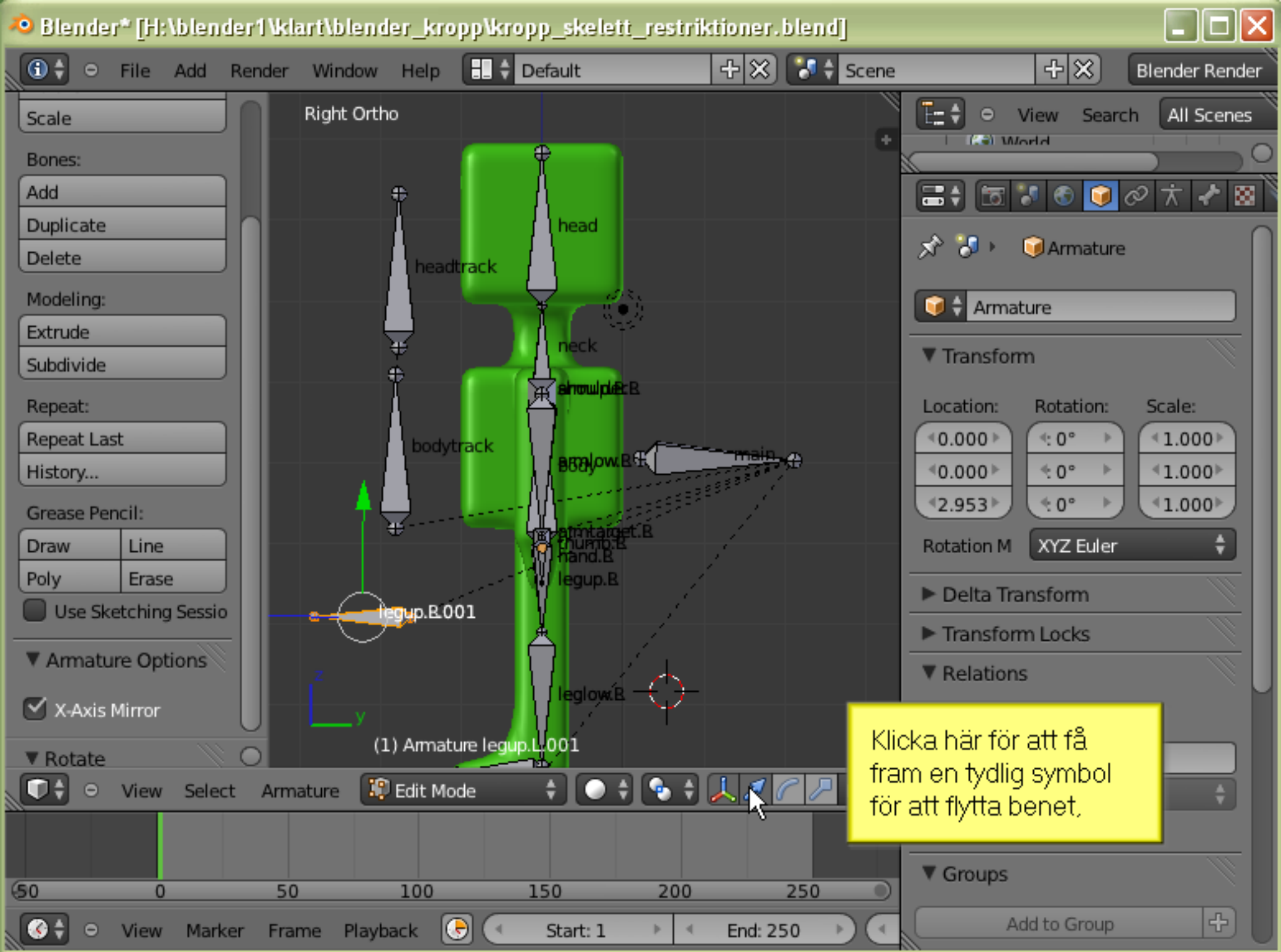

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching S
Armature Optio
X-Axis Mirror
Toggle Editmode
I Edit Mode
se till att
X-Axis Mirror
är förbockad.
head
neck
body
legup.L
(1) Armature legup.L
View Search All Scenes
Armature
Armature
Transform
Location:
Rotation:
Scale:
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature
Edit Mode
Norma
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

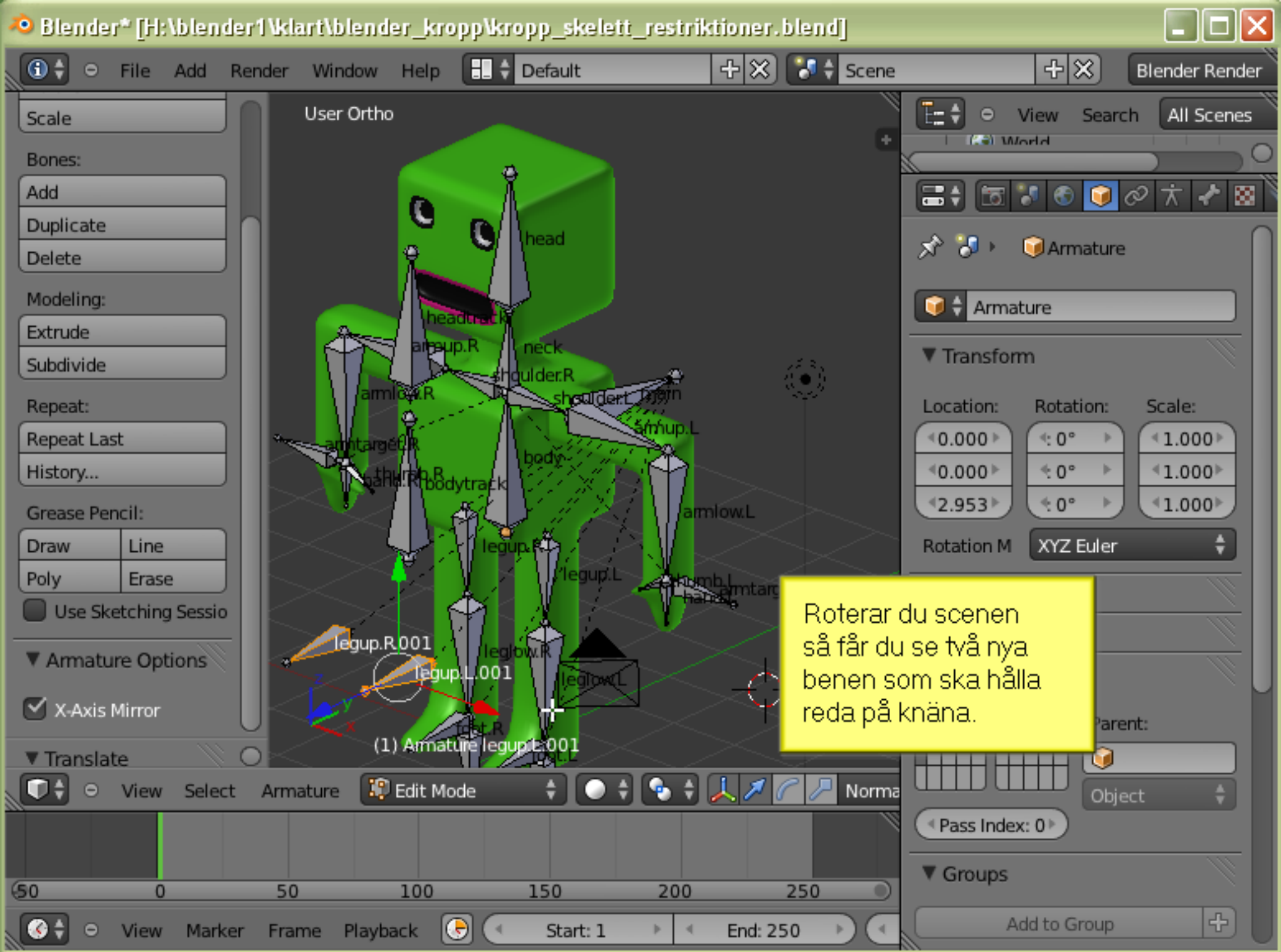

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Toggle Editmode
Right Ortho
3-tangenten
för att se figuren
rakt från sidan
headtrack
neck
bodytrack
main
leglow.R
(1) Armature legup.L
View Search All Scenes
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature Edit Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

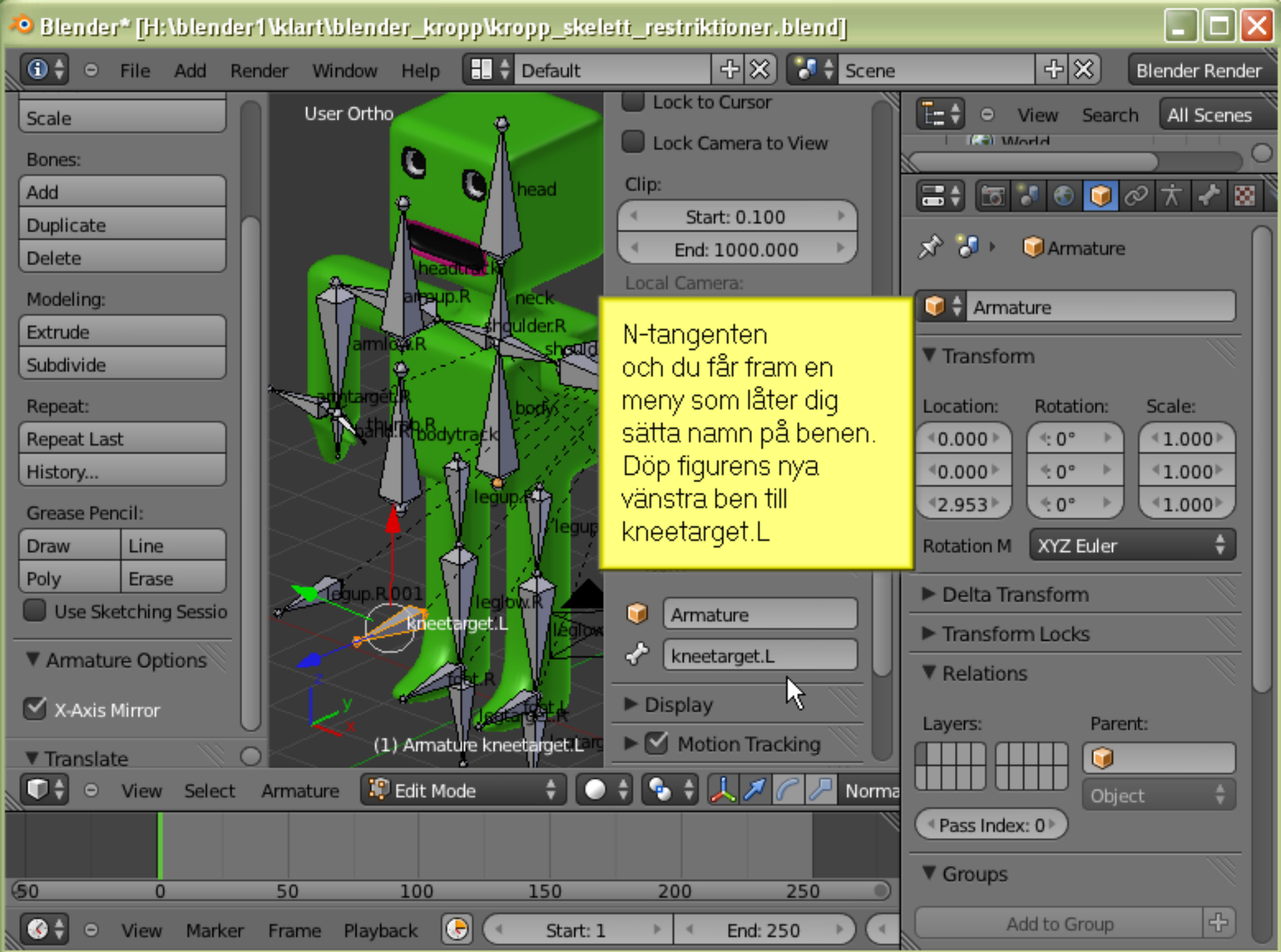

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Right Ortho
Klicka Duplicate
och dra det nya
benet framför figuren
i höjd med knäet.
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
bodytrack
main
legup.R.001
(1) Armature legup.L.001
View Search All Scenes
Armature
Transform
Location:
Rotation:
Scale:
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature
Edit Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

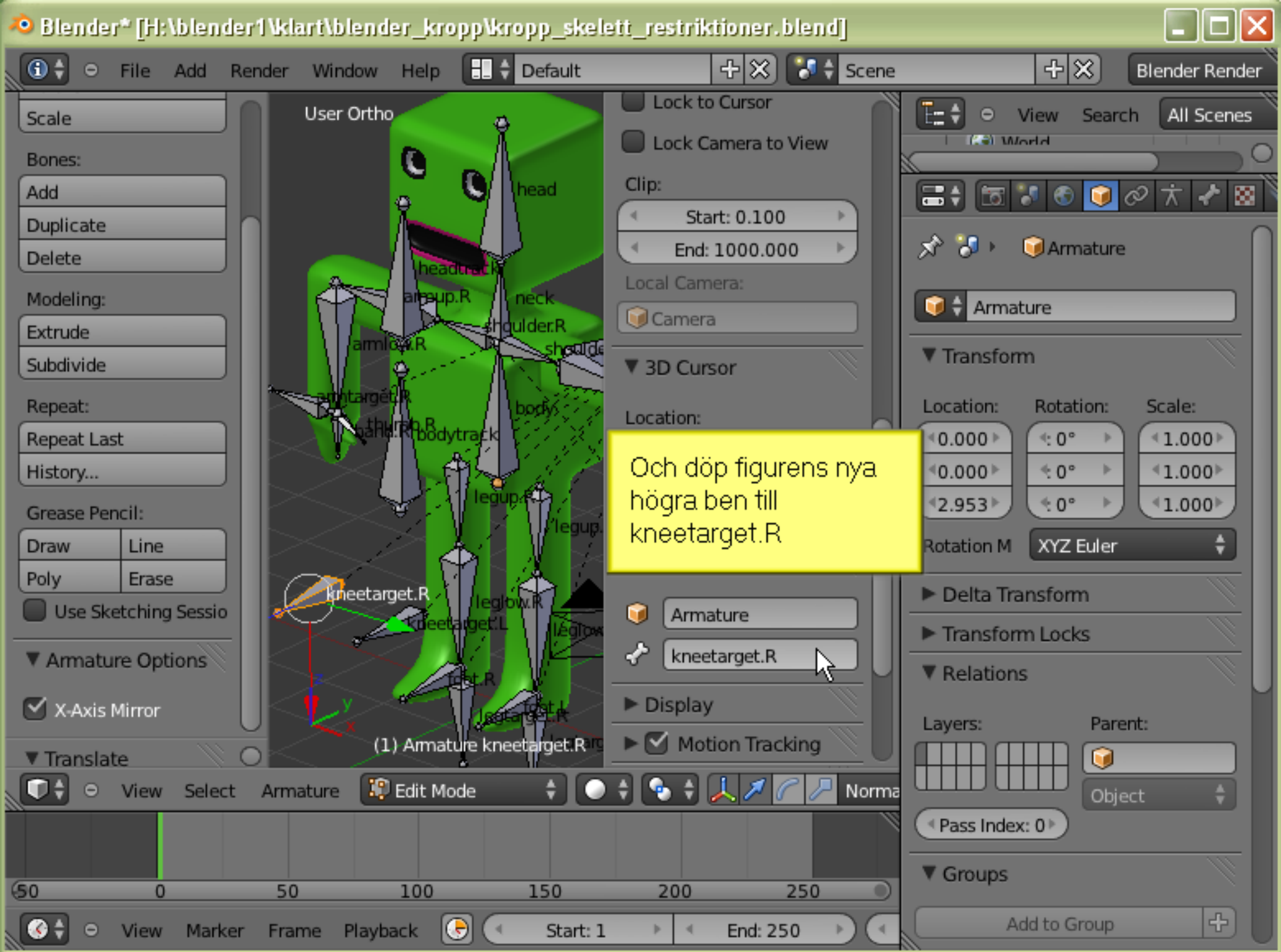

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Right Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Duplicate
head
headtrack
neck
bodytrack
main
hand.R
legup.R
leglow.R
(1) Armature legup.L.001
View Select Armature
Edit Mode
View Search All Scenes
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
För att enkare rotera benet så kan du klicka här och få fram en stor rotationssymbol
Parent:
Object
Pass Index: 0
Groups
Add to Group
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

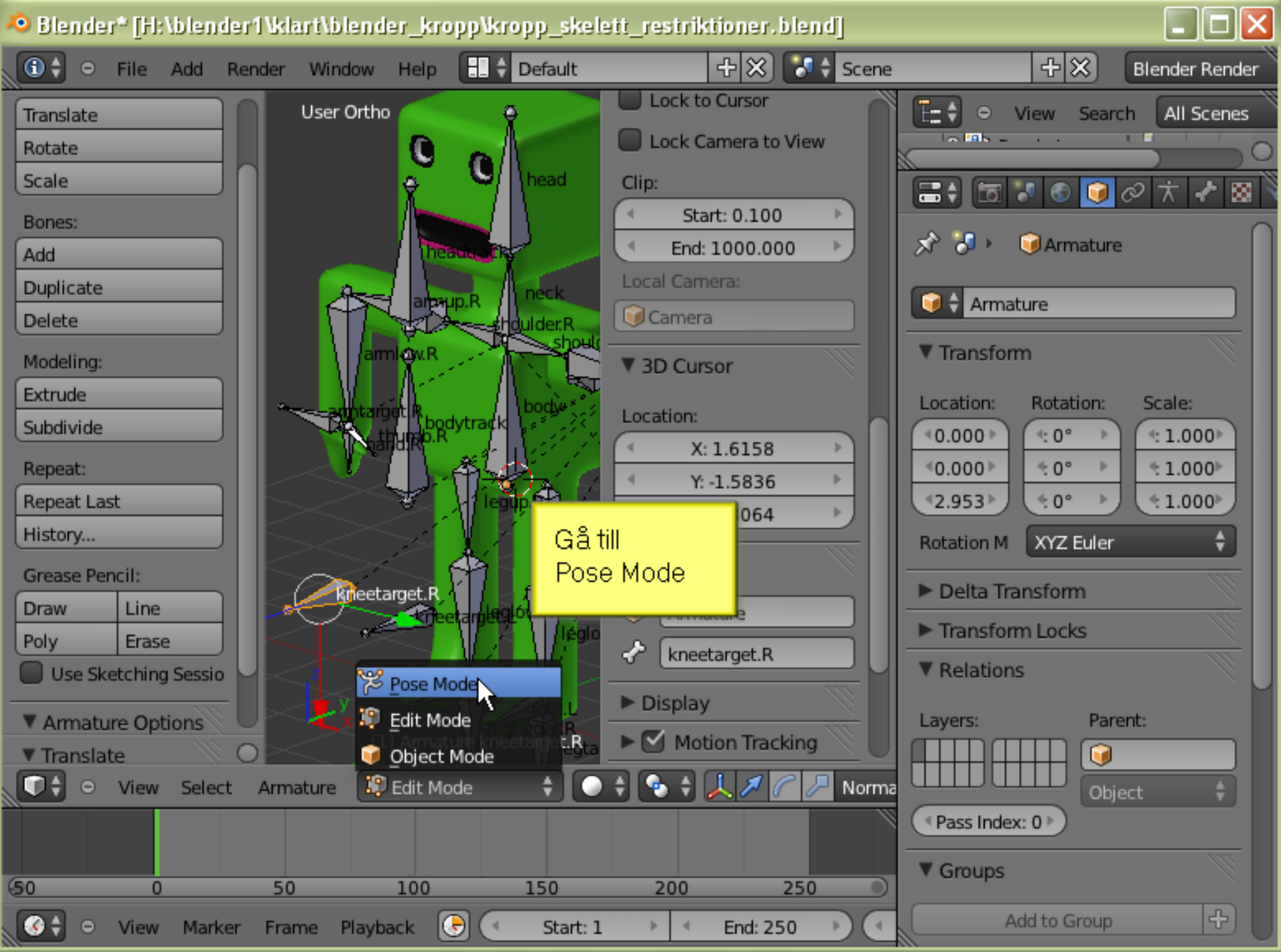

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Right Ortho
head
headtrack
neck
bodytrack
main
legup.R
leglow.L
(1) Armature legup.L.001
Rotera benet.
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Poly
Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Rotate
View Search All Scenes
Armature
Transform
Location:
Rotation:
Scale:
0.000
0.000
2.953
0°
0°
0°
1.000
1.000
1.000
Rotation M
XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature
Edit Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

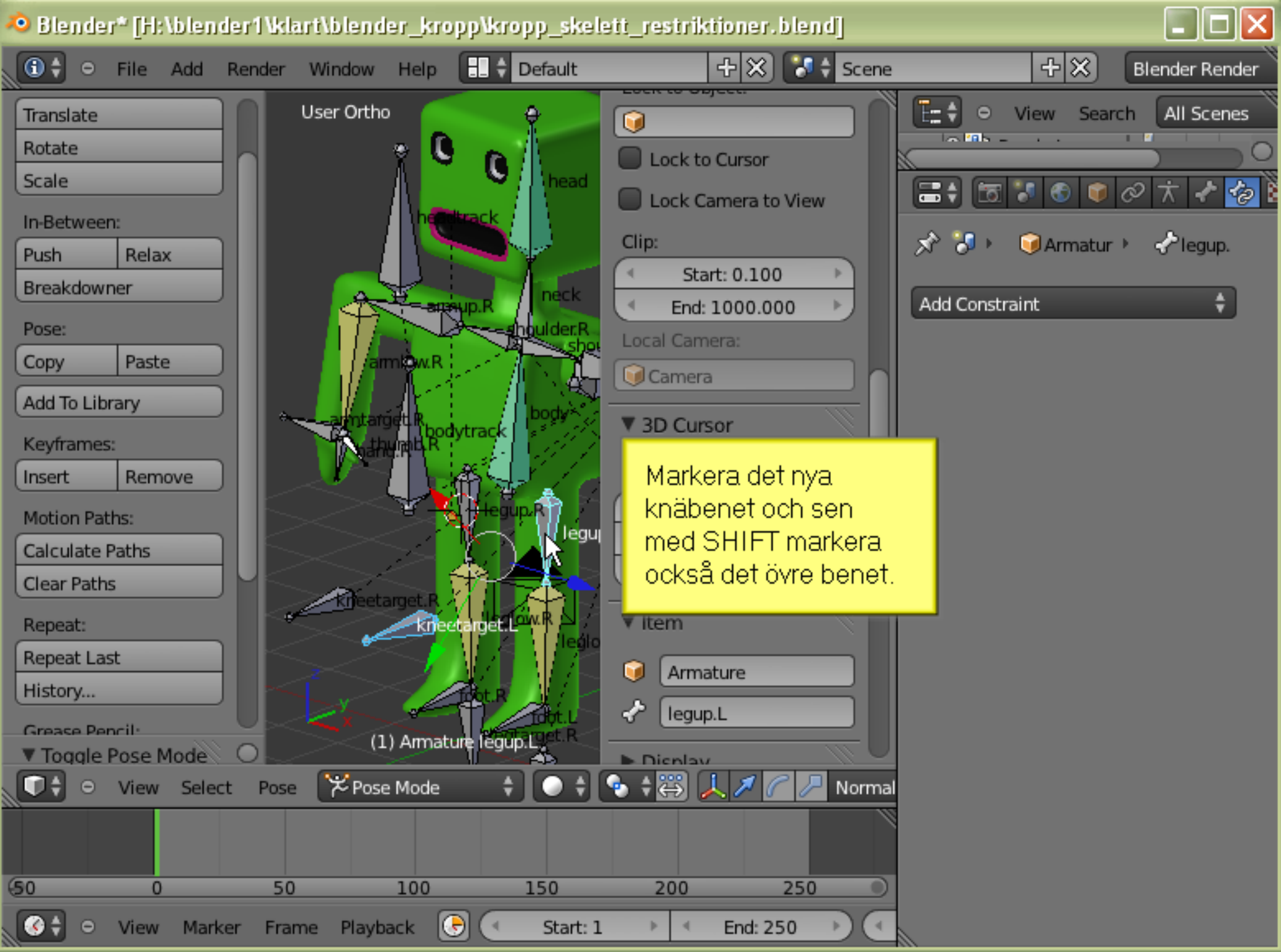

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Right Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Rotate
head
headtrack
neck
bodytrack
main
hand.R
legup.R
legup.R.001
legup.L.001
legup.L
leglow.R
(1) Armature legup.L.001
View Search All Scenes
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Groups
Add to Group
View Select Armature Edit Mode
Klicka här för att få fram en tydlig symbol för att flytta benet.
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

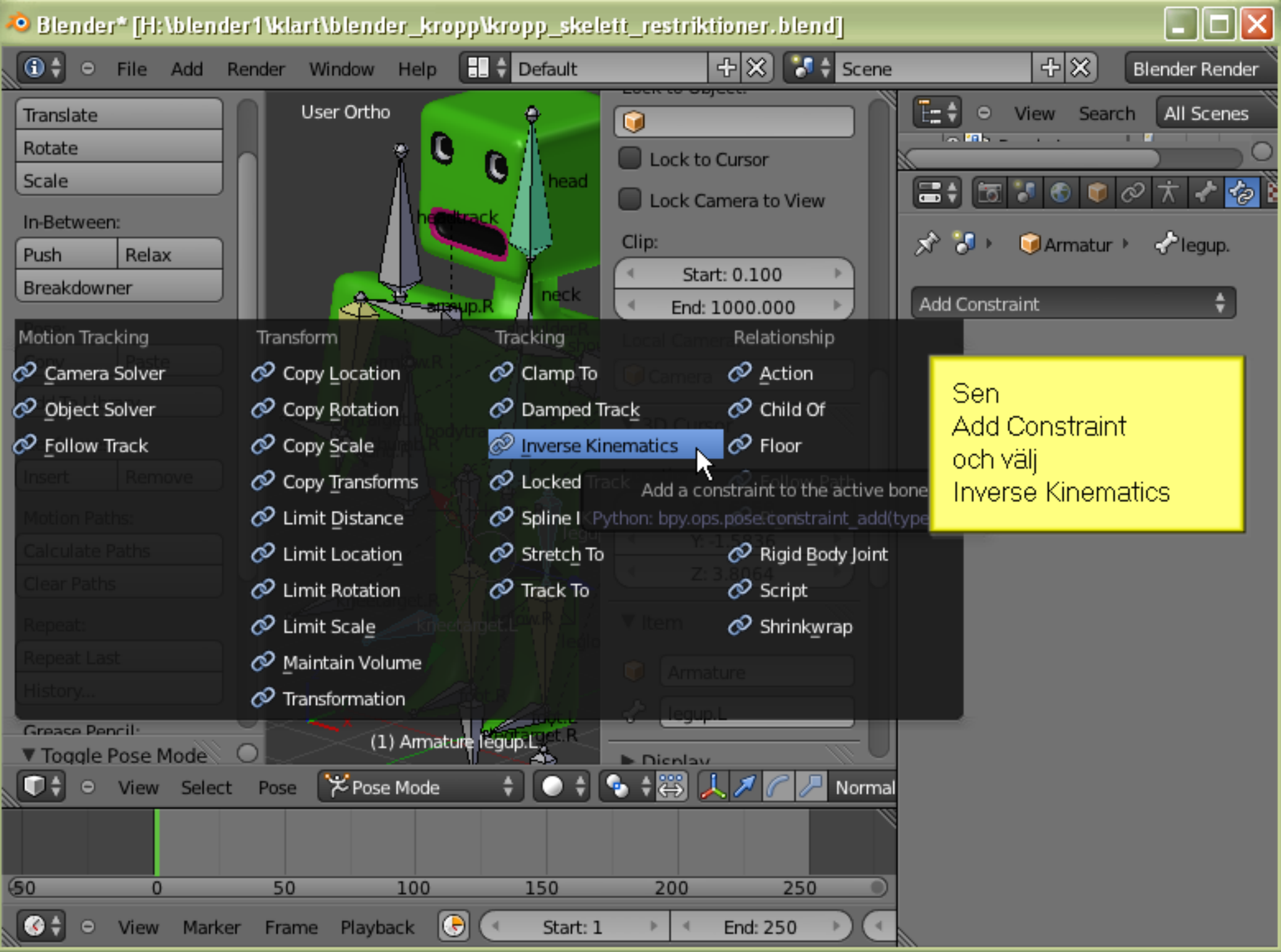

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
User Ortho
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Translate
head
neck
shoulder.R
armlow.R
armlow.L
body
bodytrack
legup.L
legup.R.001
legup.L.001
(1) Armature legup.L.001
View Select Armature
Edit Mode
View Search All Scenes
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Parent:
Object
Pass Index: 0
Groups
Add to Group
Roterar du scenen så får du se två nya benen som ska hålla reda på knäna.
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

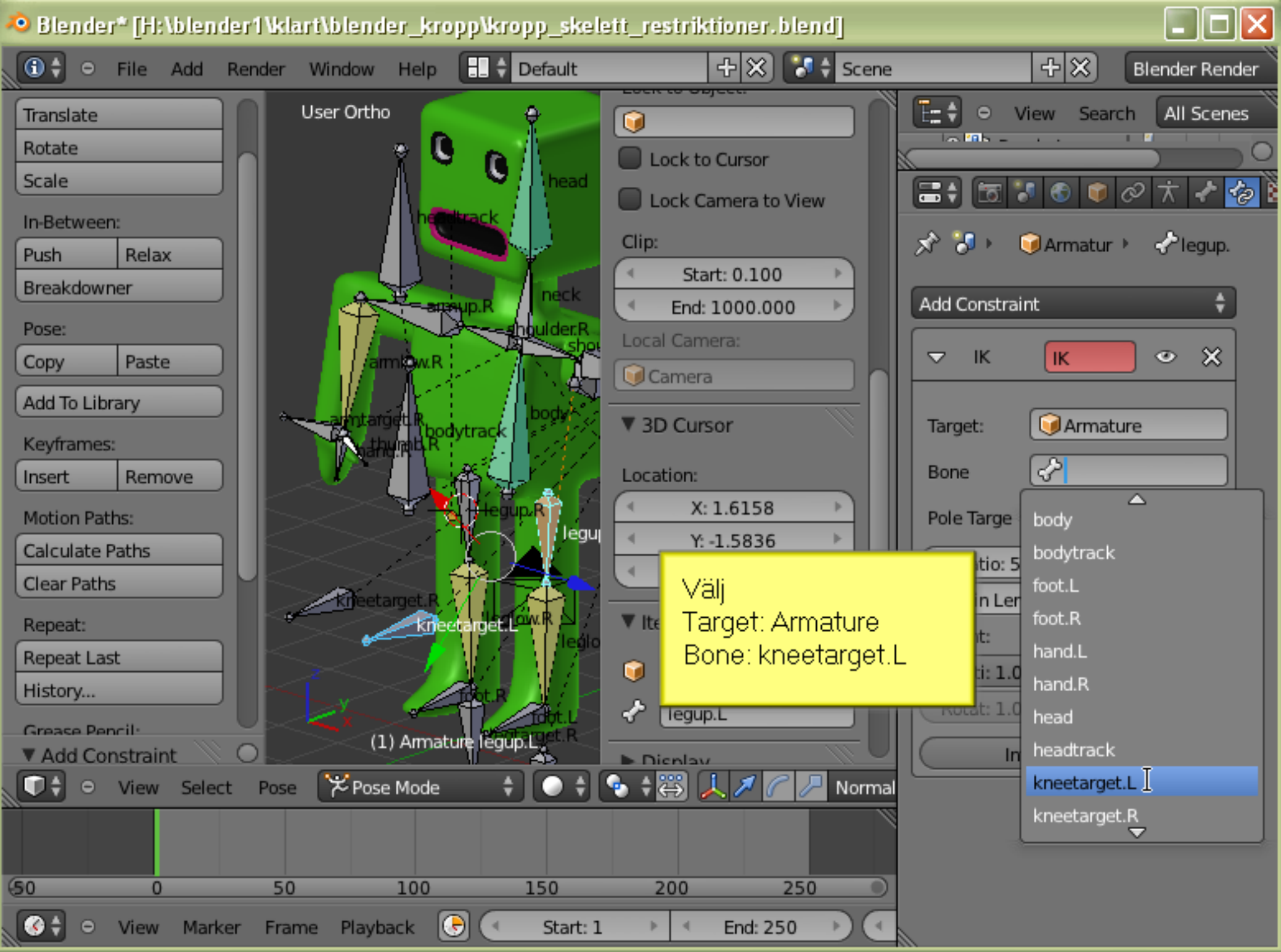

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Translate
User Ortho
head
neck
bodytrack
legup.R.001
kneetarget.L
(1) Armature kneetarget.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
N-tangenten
och du får fram en
meny som låter dig
sätta namn på benen.
Döp figurens nya
vänstra ben till
kneetarget.L
Armature
kneetarget.L
Display
Motion Tracking
View Search All Scenes
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature Edit Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

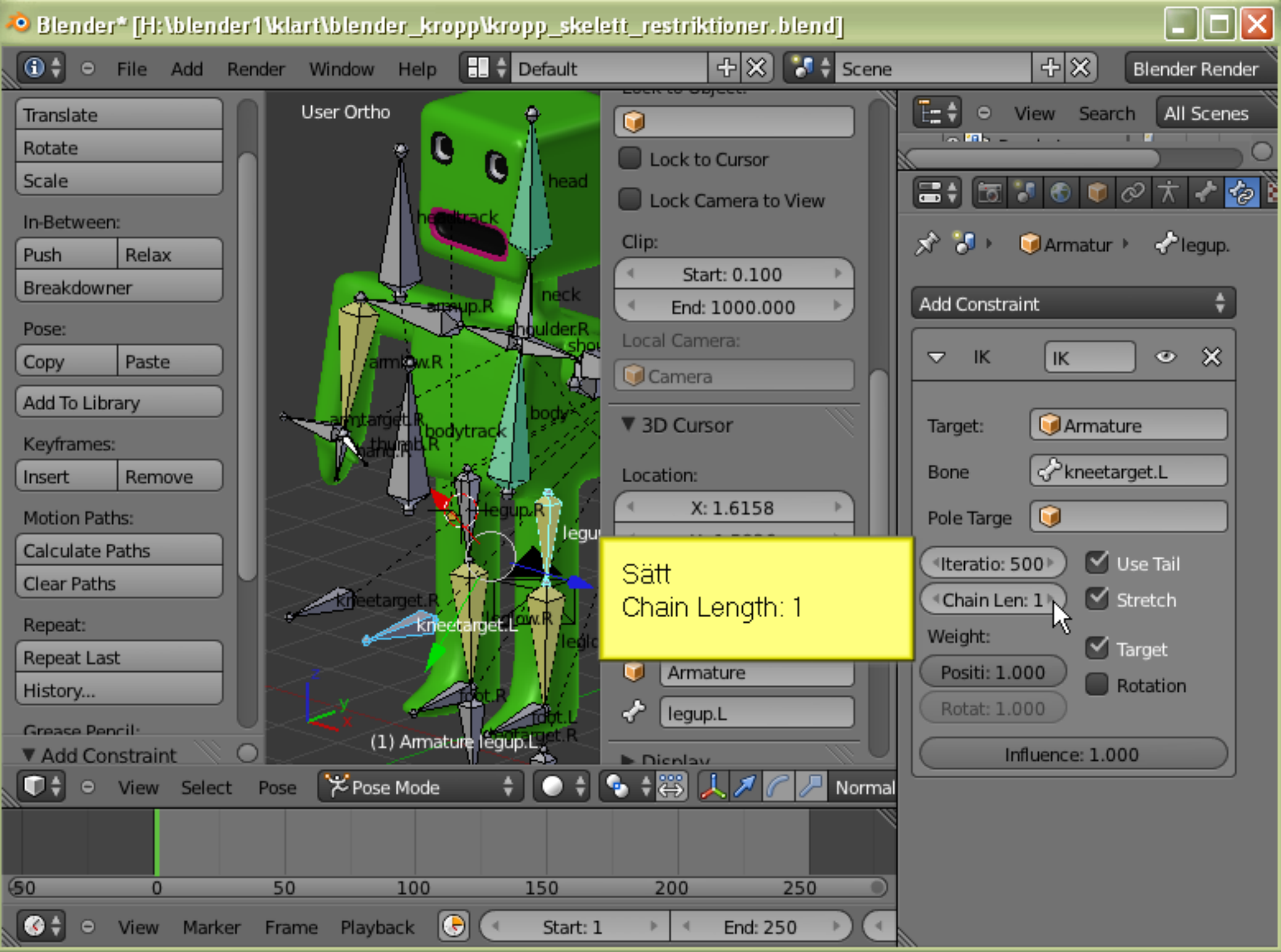

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
X-Axis Mirror
Translate
User Ortho
head
neck
kneetarget.R
(1) Armature kneetarget.R
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
Och döp figurens nya högra ben till kneetarget.R
Armature
kneetarget.R
Display
Motion Tracking
View Search All Scenes
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature Edit Mode
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

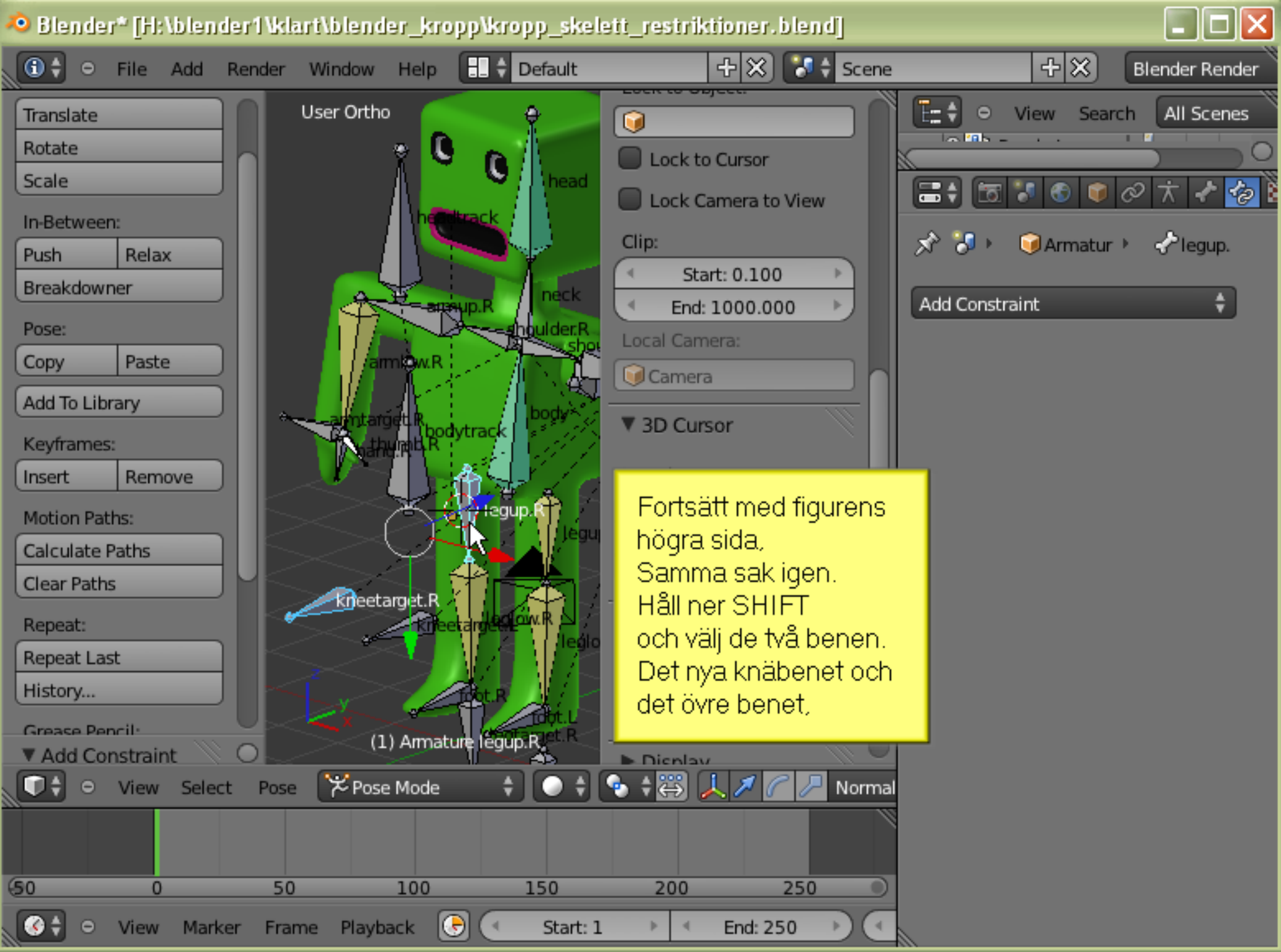

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
Bones:
Add
Duplicate
Delete
Modeling:
Extrude
Subdivide
Repeat:
Repeat Last
History...
Grease Pencil:
Draw Line
Poly Erase
Use Sketching Sessio
Armature Options
Translate
User Ortho
head
neck
bodytrack
kneetarget.R
Gå till
Pose Mode
Pose Mode
Edit Mode
Object Mode
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 1.6158
Y: -1.5836
kneetarget.R
Display
Motion Tracking
View Search All Scenes
Armature
Armature
Transform
Location: Rotation: Scale:
0.000 0° 1.000
0.000 0° 1.000
2.953 0° 1.000
Rotation M XYZ Euler
Delta Transform
Transform Locks
Relations
Layers:
Parent:
Object
Pass Index: 0
Groups
Add to Group
View Select Armature
Edit Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

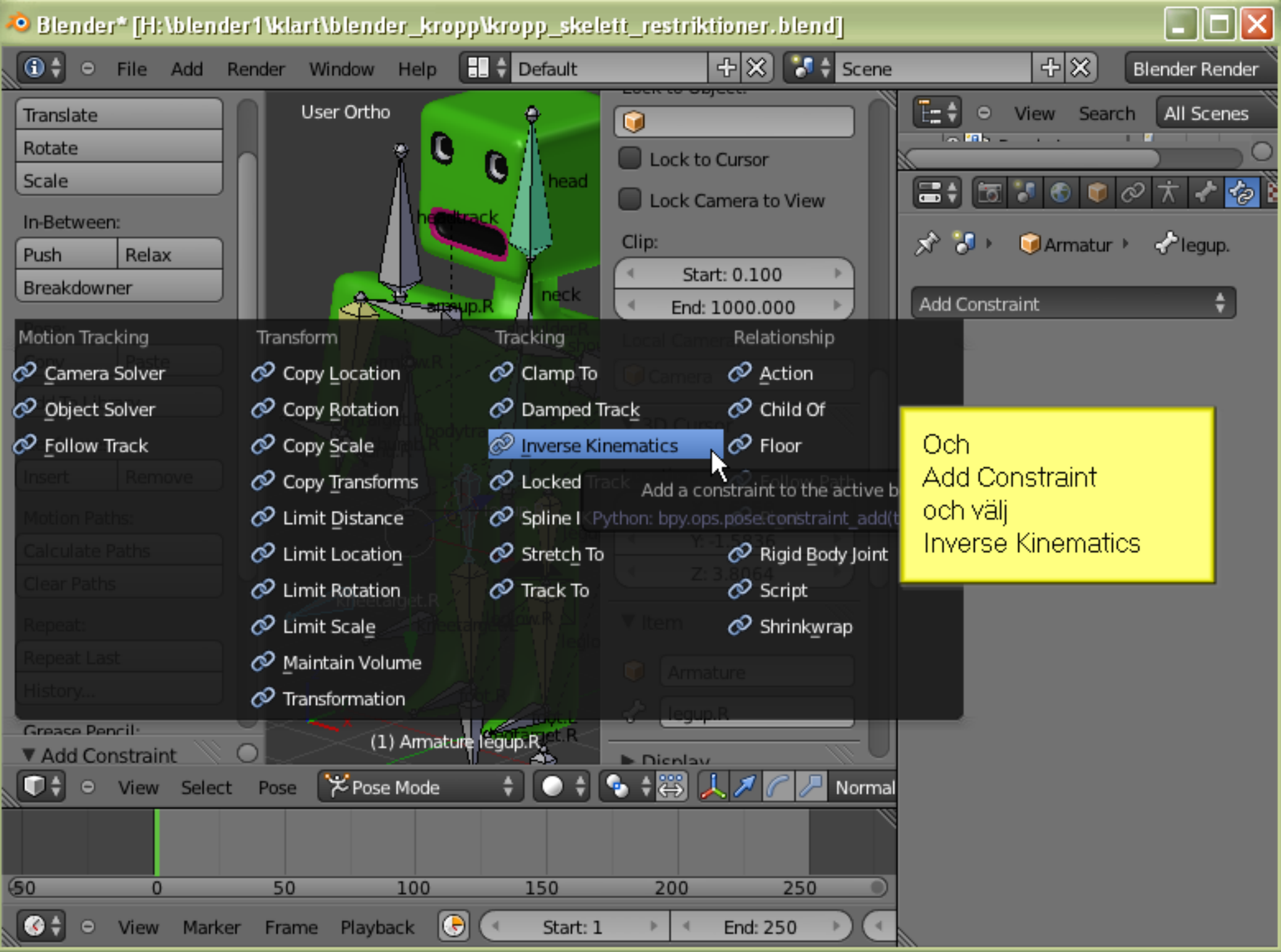

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Toggle Pose Mode
User Ortho
head
neck
body
bodytrack
legup.R
kneetarget.R
kneetarget.L
(1) Armature legup.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Item
Armature
legup.L
Display
View Search All Scenes
Armatur
legup.
Add Constraint
Markera det nya knäbenet och sen med SHIFT markera också det övre benet.
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

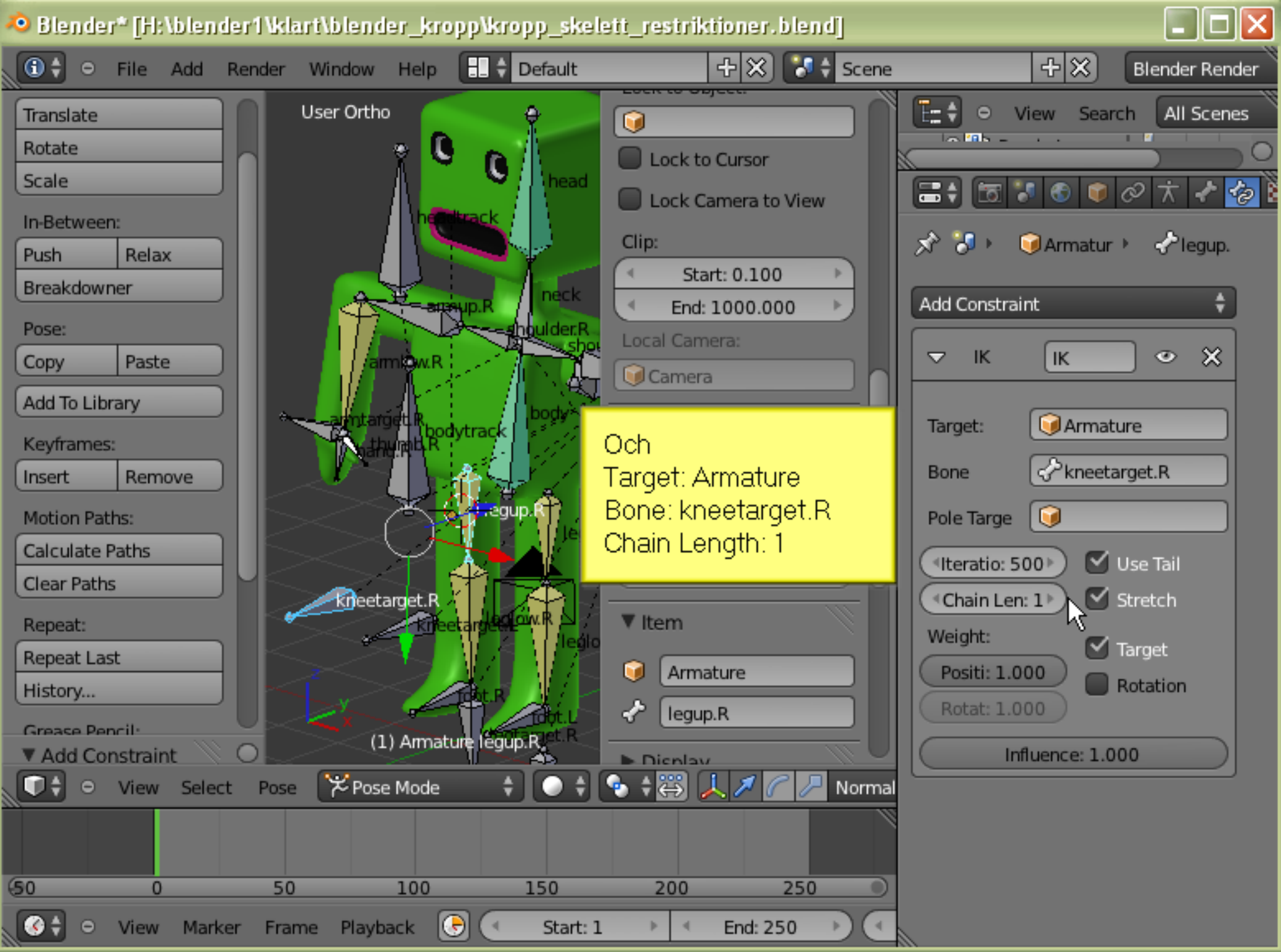

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
User Ortho
head
neck
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
View Search All Scenes
Armatur
legup.
Add Constraint
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked
Spline I
Stretch To
Track To
Relationship
Action
Child Of
Floor
Rigid Body Joint
Script
Shrinkwrap
Add a constraint to the active bone
Python: bpy.ops.pose.constraint_add(type
Sen
Add Constraint
och välj
Inverse Kinematics
(1) Armature legup.L
Toggle Pose Mode
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

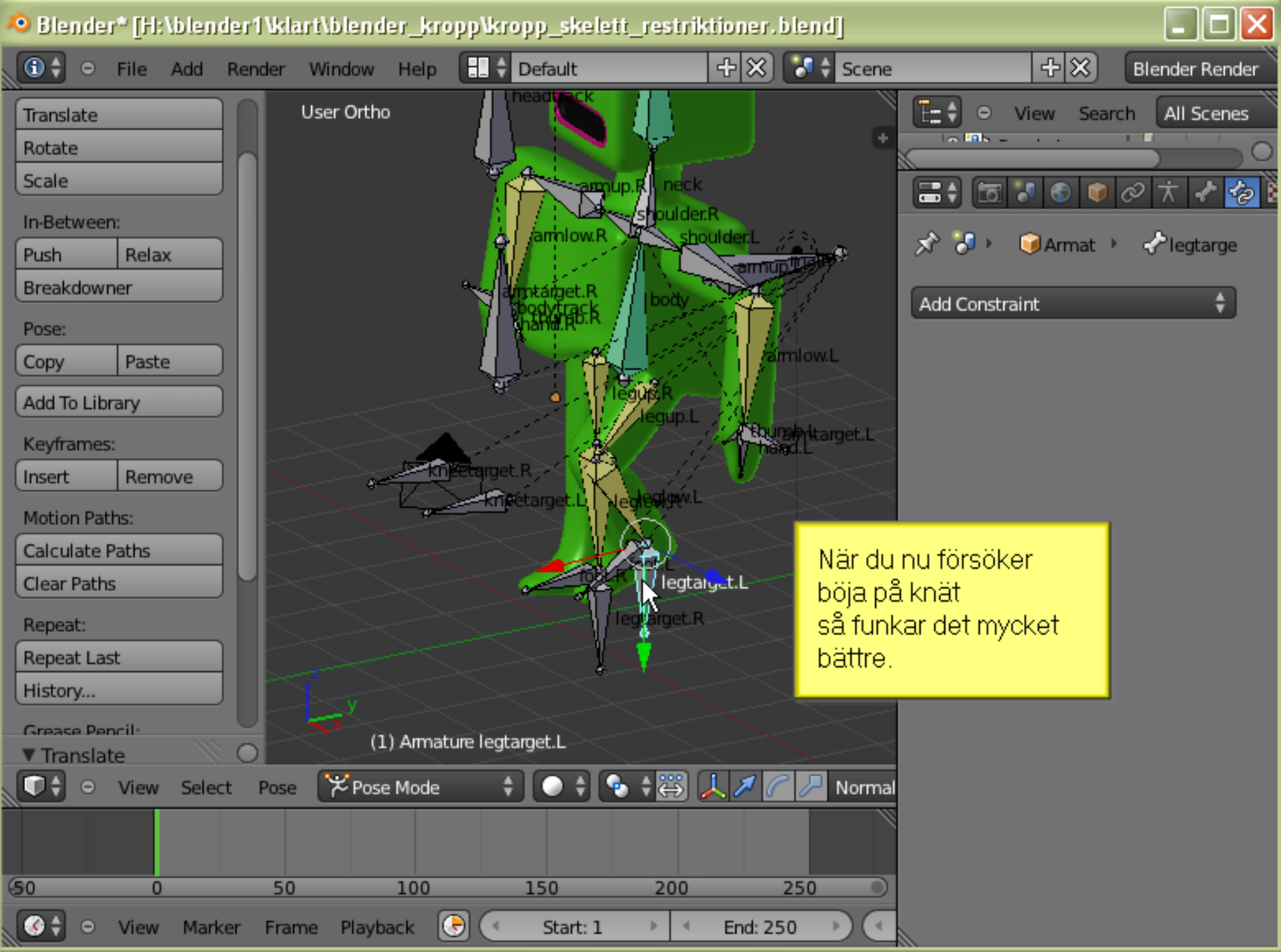

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Add Constraint
User Ortho
head
neck
body
bodytrack
kneetarget.R
kneetarget.L
(1) Armature legup.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 1.6158
Y: -1.5836
legup.L
Display
View Search All Scenes
Armatur
legup.
Add Constraint
IK
Target:
Armature
Bone
Pole Targe
body
bodytrack
foot.L
foot.R
hand.L
hand.R
head
headtrack
kneetarget.L
kneetarget.R
Välj
Target: Armature
Bone: kneetarget.L
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250

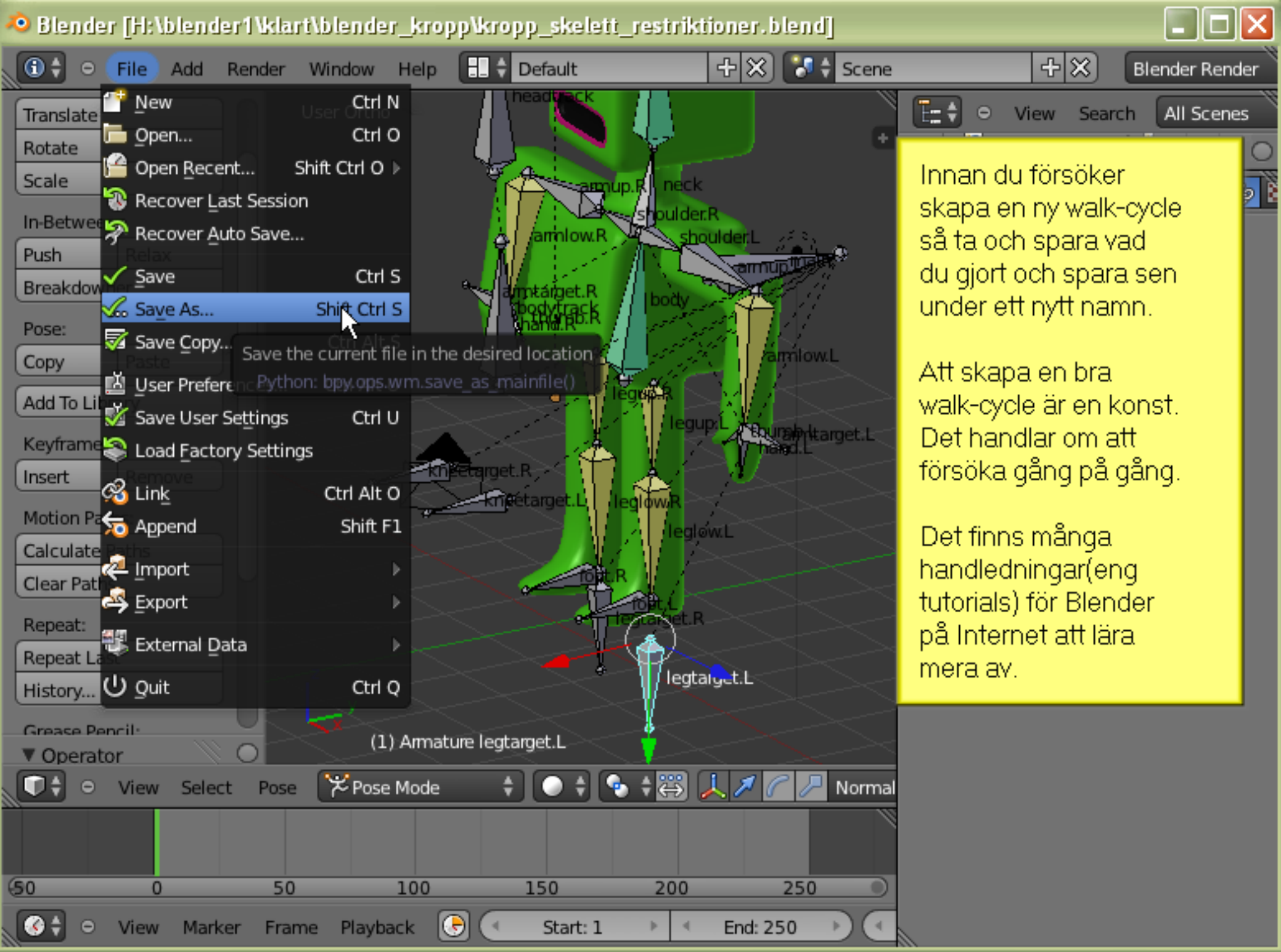

Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Add Constraint
User Ortho
head
neck
body
bodytrack
legup.R
kneetarget.R
kneetarget.L
(1) Armature legup.L
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Location:
X: 1.6158
Armature
legup.L
Display
Sätt
Chain Length: 1
View Search All Scenes
Armatur
legup.
Add Constraint
IK
Target:
Armature
Bone
kneetarget.L
Pole Targe
Iteratio: 500
Chain Len: 1
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250


Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Add Constraint
User Ortho
head
neck
shoulder.R
armlow.R
armtarget.R
bodytrack
body
legup.R
kneetarget.R
(1) Armature legup.R
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor
Display
View Search All Scenes
Armatur
legup.
Add Constraint
Fortsätt med figurens
högra sida.
Samma sak igen.
Håll ner SHIFT
och välj de två benen.
Det nya knäbenet och
det övre benet.
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250


Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
User Ortho
head
neck
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
View Search All Scenes
Armatur
legup.
Add Constraint
Motion Tracking
Camera Solver
Object Solver
Follow Track
Transform
Copy Location
Copy Rotation
Copy Scale
Copy Transforms
Limit Distance
Limit Location
Limit Rotation
Limit Scale
Maintain Volume
Transformation
Tracking
Clamp To
Damped Track
Inverse Kinematics
Locked
Spline I
Stretch To
Track To
Relationship
Action
Child Of
Floor
Rigid Body Joint
Script
Shrinkwrap
Add a constraint to the active b
Python: bpy.ops.pose.constraint_add(t
Och
Add Constraint
och välj
Inverse Kinematics
(1) Armature legup.R
Add Constraint
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250


Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Add Constraint
User Ortho
head
neck
body
bodytrack
kneetarget.R
(1) Armature legup.R
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
Item
Armature
legup.R
Och
Target: Armature
Bone: kneetarget.R
Chain Length: 1
View Search All Scenes
Armatur
legup.
Add Constraint
IK
Target:
Armature
Bone
kneetarget.R
Pole Targe
Iteratio: 500
Chain Len: 1
Use Tail
Stretch
Weight:
Positi: 1.000
Rotat: 1.000
Target
Rotation
Influence: 1.000
View Select Pose
Pose Mode
Normal
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250


Blender* [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File Add Render Window Help
Default
Scene
Blender Render
Translate
Rotate
Scale
In-Between:
Push Relax
Breakdowner
Pose:
Copy Paste
Add To Library
Keyframes:
Insert Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Translate
User Ortho
armup.R
neck
shoulder.R
armlow.R
shoulder.L
armtarget.R
body
armlow.L
legup.R
legup.L
armtarget.L
kneetarget.R
kneetarget.L
legtarget.L
legtarget.R
(1) Armature legtarget.L
View Select Pose
Pose Mode
Normal
View Search All Scenes
Armat
legtarge
Add Constraint
När du nu försöker
böja på knät
så funkar det mycket
bättre.
50 0 50 100 150 200 250
View Marker Frame Playback
Start: 1
End: 250


Blender [H:\blender1\klart\blender_kropp\kropp_skelett_restriktioner.blend]
File
Add
Render
Window
Help
Default
Scene
Blender Render
New Ctrl N
Open... Ctrl O
Open Recent... Shift Ctrl O
Recover Last Session
Recover Auto Save...
Save Ctrl S
Save As... Shift Ctrl S
Save Copy...
User Prefere
Save User Settings Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Quit Ctrl Q
Save the current file in the desired location
Python: bpy.ops.wm.save_as_mainfile()
Translate
Rotate
Scale
Push
Pose:
Copy
Keyframe
Insert
Repeat:
History...
Operator
View
Search
All Scenes
(1) Armature legtarget.L
View
Select
Pose
Pose Mode
Normal
50
0
50
100
150
200
250
View
Marker
Frame
Playback
Start: 1
End: 250
Innan du försöker skapa en ny walk-cycle så ta och spara vad du gjort och spara sen under ett nytt namn.
Att skapa en bra walk-cycle är en konst. Det handlar om att försöka gång på gång.
Det finns många handledningar(eng tutorials) för Blender på Internet att lära mera av.